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“ Better focus on the game design ... “ No control over the implementation of features “ Adding features not yet in the game engine might be cumbersome ... Game Engines Game engine architecture Hardware Layer - sound card, graphics card (physics card, AI card, ...

Chap. 2 “ Game Engines Game Engines

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In clear and concise language, this book examines through examples and exercises both the design and implementation of a video game engine. Specifically, it focuses on the core components of a game engine, audio and sound systems, file and resource management, graphics and optimization techniques, scripting and physics, and much more.

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Enginuity - a series of engine building articles on Gamedev.net. Game Coding Complete - I own this book, and it goes over every (well, almost) aspect of game programming well. It also does have an engine built throughout the book. Game Engine Architecture - This is another great book for engine design.

How to design a game engine in an object-oriented language?

Don't get me wrong, OGRE is a great API. But it seems strange for a book titled "Game Engine Design and Implementation" to use an off-the-shelf library and not code the, erm, implementation themselves. The book follows up with coverage of Bullet physics and ends with a brief overview of DX Studio, which is an all-in-one game engine solution.

Amazon.com: Game Engine Design and Implementation

Open Source-based G2S (Game to System) Engine Design and Implementation ... standards, slot machine accounting, game IT, protocol design, open source, embedded system 1 G2S Protocol Standards The casino industry keeps growing its size every year steadily, reaching to 159 ... components of our design and implementation are described in Section 3 ...

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