Beginning C++ Game Programming

John Horton

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Key Features

- This book offers a fun way to learn modern C++ programming while building exciting 2D games
- This beginner-friendly guide offers a fast-paced but engaging approach to game development
- Dive headfirst into building a wide variety of desktop games that gradually increase in complexity
- It is packed with many suggestions to expand your finished games that will make you think critically, technically, and creatively

Book Description

This book is all about offering you a fun introduction to the world of game programming and C++. It will begin by teaching you the programming basics such as variables, loops, and conditions using game-like mini apps.

We then move on to build actual working games. Throughout the course of the book, you will learn to build three different styles of games comprising a frantic two-button-tapper, a zombie survival/shooter, and a multiplayer platformer. While building these games, you will learn some more C++ programming concepts such as OOP and data storage/complexity. We'll end by creating a multiplayer shooter game and will also introduce you to some of the advanced capabilities of C++ such as networking and advanced OOP.

As the games gradually increase in complexity, you will explore some of the advanced capabilities of C++ as well as some exciting new game programming techniques.

What you will learn

- Get to know C++ from scratch while simultaneously learning about building games
- Make C++ game coding appear like it is something that any determined person can do
- Get a competent level knowledge of C++ programming.
- Build exciting games with a wide range of features
- Get ready to go and build your own unique games

About the Author

John Horton is a coding and gaming enthusiast based in the UK. He has a passion for writing apps, games, books, and blog articles about coding, especially for beginners.

He is the founder of Game Code School, http://www.gamecodeschool.com, which is dedicated to helping complete beginners to get started with coding, using the language and platform that suits them best.

John sincerely believes that anyone can learn to code and that everybody has a game or an app inside their mind, but they just need to do enough work to bring it out.

He has authored around a dozen technology books, most recently, the following:

Android Programming for Beginners: https://www.packtpub.com/application-development/android-programming-beginners

Android Game Programming by Example: https://www.packtpub.com/game-development/android-game-programming-example

Learning Java Building Android Games: https://www.packtpub.com/game-development/learning-java-building-android-games

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