Programming Role Playing Games with DirectX w/CD (Premier Press Game Development)

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Programming Role Playing Games with DirectX w/CD (Premier Press Game Development) Jim Adams Character building is the main component of these games and with the advent of advanced computer graphics and sharper artificial intelligence codes; game developers have been able to take these larger-than-life characters off the page and onto the screen.. This book covers all aspects of creating a role-playing game from storyline development to hard core programming techniques that bring landscapes, music and graphics to life.. Computer-based role-playing games are an interpretation of traditional pen and paper games in which characters strive to develop on screen personas by working their way through huge worlds with lush stories, combat and exploration..

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