The Black Art of Multiplatform Game Programming

By Jazon Yamamoto

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THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development. Written with beginners in mind, this book assumes no prior knowledge of game programming--anyone can learn how to program exciting video games using this book. Inside you'll find an introduction to game development on multiple platforms using SDL, extensive coverage of coding techniques used by programming gurus, a complete guide to game engine design and implementation, a modern approach to software architecture, and advanced programming procedures and optimizations. Downloadable files include all the source code used in this book, video tutorials for each chapter, standard tools used for game development, and the SDL standard development library.

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Editorial Review

About the Author
Jazon Yamamoto has been programming games since the age of thirteen. His passion for game development has led him to pursue a degree in computer engineering with emphasis on high-performance embedded systems. He currently works as a web programmer and Indie game developer. Aside from programming, he is also an avid gamer and a talented musician.

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