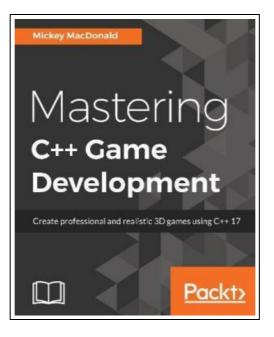# Mastering C++ Game Development: Create professional and realistic 3D games using C++ 17 (Paperback)

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(Clarabelle Marvin)

MASTERING C++ GAME DEVELOPMENT: CREATE PROFESSIONAL AND REALISTIC 3D GAMES USING C++ 17 (PAPERBACK)

Packt Publishing Limited, United Kingdom, 2018. Paperback. Condition: New. Language: English. Brand new Book. High-end game development with advanced C++ 17 programming techniquesKey FeaturesMake the best use of object-oriented capabilities of C++ 17 to develop high-end games Create reusable C++ 17 libraries and editor tools for your game Series of example projects demonstrating advanced techniques to build games of any genreBook DescriptionAlthough many languages are now being used to develop games, C++ remains the standard for professional development. The majority of professional libraries and toolchains are still built using C++. The primary goal of this book is to teach you how to harness the power of the language and provide you with the ability to build high-quality games.To begin, you will be presented with, an overview of popular development methodologies, and a short guide to updated features of the C++ 17 standard. You will learn how to leverage existing libraries such as OpenGL and the STL (standard library) to build complex systems. Throughout the journey, you will also build a set of C++ 17 compatible libraries that can be reused in your own development projects. In the last half of the book, you will work with demos designed to introduce you to advanced rendering techniques, interactive physics, advanced AI techniques, and even multiplayer game concerns with modern networks.What you will learnWork and communicate effectively in the modern games industryDevelop simple and advanced gameplay systemsHow to leverage the standard core C++ librariesUse modern real-time rendering techniques to achieve immersive 3D visualsAchieve a narrative-driven game experience using a variety of data management techniquesImplement scripting using LUALearn AI algorithms and concepts for handling motion, behavior, and decision makingImplementation of the OpenGL, Bullet Physics, GLM, SteamVR and other common librariesWho this book is forThis book is intended for aspiring game developers who are proficient...

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