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# C++ GAME DEVELOPMENT PRIMER



Springer-Verlag Berlin and Heidelberg GmbH & Co. KG. Paperback. Book Condition: new. BRAND NEW, C++ Game Development Primer, Bruce Sutherland, C++ is the language behind most of today's computer games. This 96-page C++ Game Development Primer takes you through the accelerated process of writing games for otherwise experienced C++ programmers. After reading this book, you'll have the fundamental know-how to become a successful and profitable game applications developer in today's increasingly competitive indie game marketplace. For those looking for a...

## Read PDF C++ Game Development Primer

- Authored by Bruce Sutherland
- Released at -



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