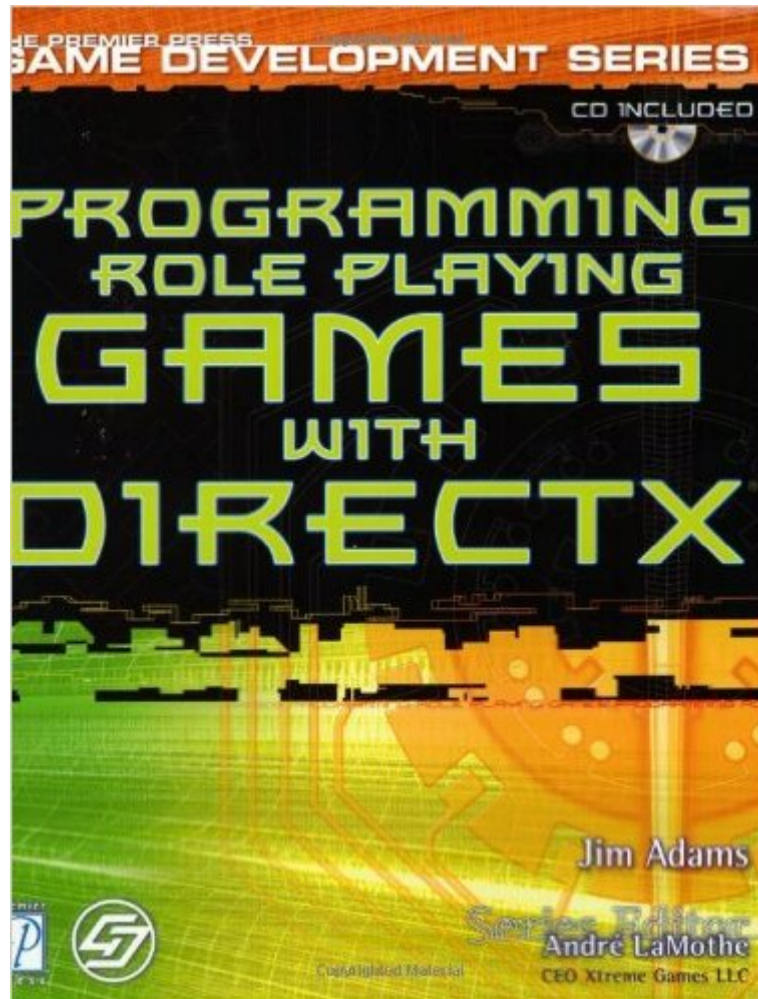


The book was found

Programming Role Playing Games With DirectX W/CD (Premier Press Game Development)



Synopsis

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..

Book Information

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Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (22 customer reviews)

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Customer Reviews

This is a great book for anybody thinking about programming RPGs... And even if your not going to I would at least try to take a peak at the book and think about buying it.First off the book assumes that the reader has a through knowledge of C programming and that you have some experience with coding. And has, like the rest of the series, quite a few pages devoted to C++... (The best thing with this book is you actually make a rpg game following the book and it's practices!)The first part of the book covers what is role-playing, desgining role-playing games and some basic story-telling. The Jim covers basic programming with C++ as well as some engine architecture that is different from most other books - ex. Tricks from the Windows Game Programming Gurus. It introduces concepts

like state managers, process managers and data packages - some great stuff for programming big games. The third part covers basic DirectGraphics concepts ("a whirlwind tour", according to the author). The code does the job really well and the concepts are well-explained. After that the book covers information about DirectInput and DirectSound, the chapter on DirectInput includes information on programming joysticks, and other information in the book includes: wrappers for Direct3D, DirectSound and DirectInput, and followed by that, octrees and quadtrees, 2d tile engines, mixed 2d/3d engine, collision detection and so on. The only problem I see is some of the real super newbies will see the book go at a fast rate... It has great explanations but he does move fast. And the author likes to leave out the obvious - so you have to pay attention in the beginning or you'll be turning pages back into the book to see what's up.

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Game Programming with DirectX (Premier Press Game Development (Software)) Special Effects
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