



The Black Art Of Multiplatform Game Programming

By Jazon Yamamoto

Cengage Learning, Inc. Paperback. Book Condition: new. BRAND NEW, The Black Art Of Multiplatform Game Programming, Jazon Yamamoto, Until recently, most independent or hobbyist game programming took place on the Microsoft Windows platform. Mac OS and Linux weren't nearly as popular, and programming on home game consoles was out of the question. Today's game-programming world is more diverse. The Black Art Of Multiplatform Game Programming is for developers working across a variety of platforms-Windows, Linux, MacOS, Android, etc. Using SDL (Simple DirectMedia Layer), a cross-platform software library, this book features demos and video tutorials for each chapter, and, in addition to multiplatform game programming, covers game engine development, software design, and programming a complete game. Get started in cross-platform development today with The Black Art Of Multiplatform Game Programming.



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Reviews

This publication may be really worth a go through, and a lot better than other. It really is written in simple terms and never difficult to understand. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Natalie Abbott**

This book will not be simple to get going on reading but extremely exciting to read through. Yes, it can be play, still an interesting and amazing literature. I am very easily could possibly get a delight of reading a written book.

-- **Rene Olson**