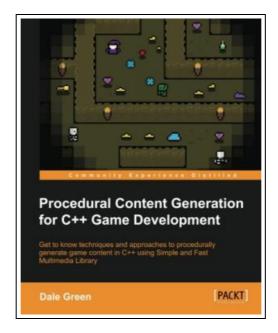
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(Mr. Caleb Quigley MD)

PROCEDURAL CONTENT GENERATION FOR C++ GAME DEVELOPMENT (PAPERBACK)



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Packt Publishing Limited, United Kingdom, 2016. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand ******.Get to know techniques and approaches to procedurally generate game content in C++ using Simple and Fast Multimedia Library About This Book * This book contains a bespoke Simple and Fast Multimedia Library (SFML) game engine with complete online documentation * Through this book, you Il create games that are non-predictable and dynamic and have a high replayability factor * Get a breakdown of the key techniques and approaches applied to a real game. Who This Book Is For If you are a game developer who is familiar with C++ and is looking to create bigger and more dynamic games, then this book is for you. The book assumes some prior experience with C++, but any intermediate concepts are clarified in detail. No prior experience with SFML is required. What You Will Learn * Discover the systems and ideology that lie at the heart of procedural systems * Use Random number generation (RNG) with C++ data types to create random but controlled results * Build levels procedurally with randomly located items and events * Create dynamic game objects at runtime * Construct games using a component-based approach * Assemble non-predictable game events and scenarios * Operate procedural generation to create dynamic content fast and easily * Generate game environments for endless replayability In Detail Procedural generation is a growing trend in game development. It allows developers to create games that are bigger and more dynamic, giving the games a higher level of replayability. Procedural generation isn t just one technique, it s a collection of techniques and approaches that are used together to create dynamic systems and objects. C++ is the industry-standard programming language to write computer games. It s at...

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