

Windows Game Programming For Dummies

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Windows Game Programming For Dummies

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Windows Game Programming for Dummies? by André LaMothe

Windows game programming for Dummies was the first book that I bought that taught me a little about DirectX programming. I must say, it is an excellent read and the sources and executables that the author provides are very helpful in creating a few games.

Windows Game Programming for Dummies book by André LaMothe

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Windows Game Programming for Dummies is an excellent book for ANYBODY new to programming. Put it this way: I have NEVER, EVER written anything for Windows. I used an old Borland C++ 3.1 for Windows compiler, took Andre's first example, changed one variable, and made it work.

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All the tools you need to start writing (and selling) your own games are right here in Windows Game Programming For Dummies, along with a special CD-ROM loaded with the complete DirectX Software Developers Kit, code samples included in the book, state-of-the-art animation and modeling software, and lots of graphics and sound files to use in your own custom-built games."

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Even so, game programming can be challenging even if you're a veteran C/C++ programmer and licensed technogeek. Challenging, sure...but also incredibly cool. Using DirectX the latest and greatest technology for making games on PCs. "Windows Game Programming For Dummies" will help you write just about any 2D game you can conjure.

Windows Game Programming For Dummies : Andre LaMothe ...

First of all, it IS a for Dummies book, which should indicate that the book is for people who are new to Windows programming and DirectX, and possibly even game programming in general (in talking to the author, I know that that is EXACTLY the target audience they had in mind).

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