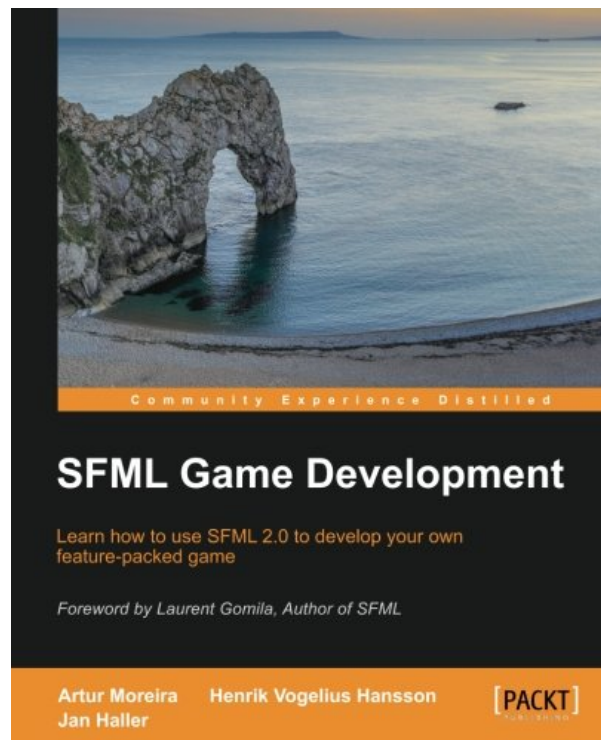
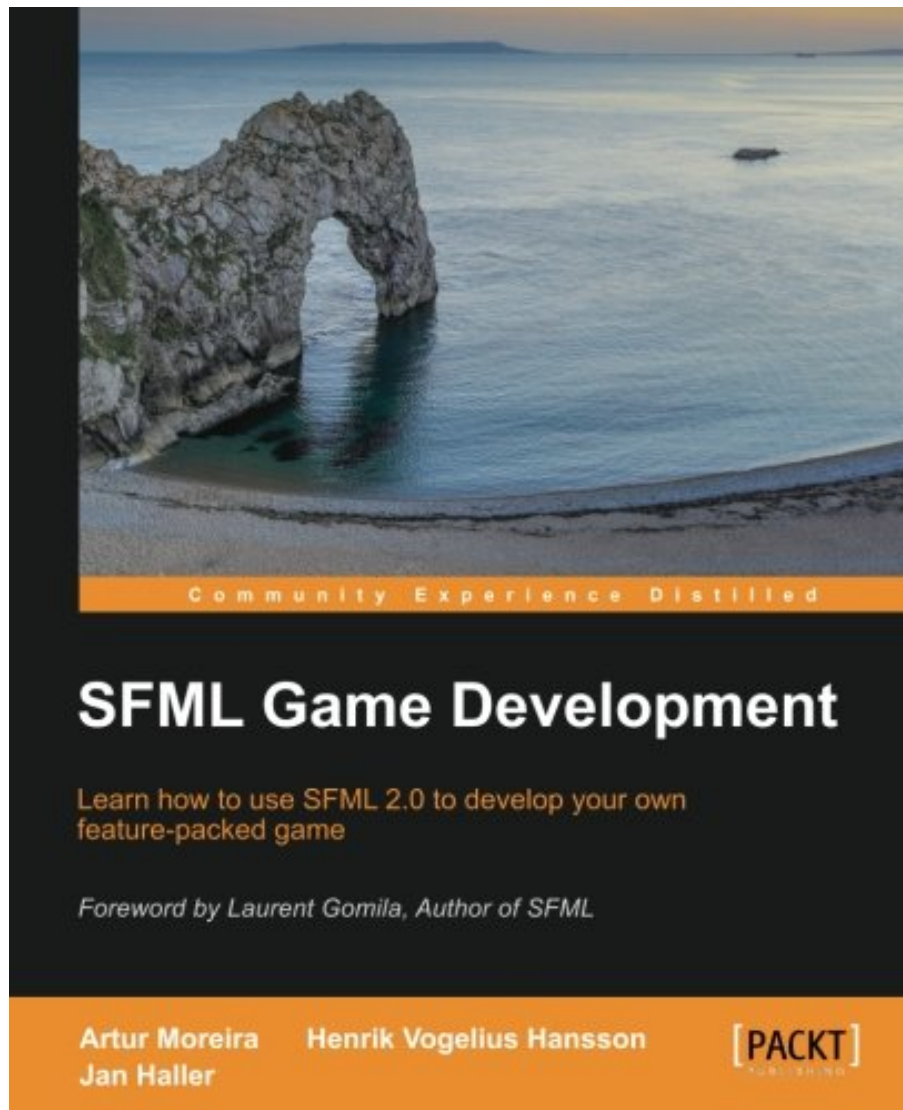


SFML GAME DEVELOPMENT BY JAN HALLER, HENRIK VOGELIUS HANSSON, ARTUR MOREIRA



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About the Author

Jan Haller

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If you've got a firm grasp of C++ with a secret hankering to create a great game, this book is for you. Every practical aspect of programming an interactive game world is here - the only real limit is your imagination.

Overview

- Develop a complete game throughout the book
- Learn how to use modern C++ styles to create a fully optimized game and support for all major operating systems
- Fully network your game for awesome multiplayer action
- Step-by-step guide to developing your game using C++ and SFML

In Detail

Game development comprises the combination of many different aspects such as game logics, graphics, audio, user input, physics and much more. SFML is an Open Source C++ library designed to make game development more accessible, exposing multimedia components to the user through a simple, yet powerful interface.

If you are a C++ programmer with a stack of ideas in your head and seeking a platform for implementation, your search ends here.

Starting with nothing more than a blank screen, SFML Game Development will provide you with all the guidance you need to create your first fully featured 2D game using SFML 2.0. By the end, you'll have learned the basic principles of game development, including advanced topics such as how to network your game, how to utilize particle systems and much more.

SFML Game Development starts with an overview of windows, graphics, and user inputs. After this brief introduction, you will start to get to grips with SFML by building up a world of different game objects, and implementing more and more gameplay features. Eventually, you'll be handling advanced visual effects, audio effects and network programming like an old pro. New concepts are discussed, while the code steadily develops.

SFML Game Development will get you started with animations, particle effects and shaders. As well as these fundamental game aspects, we're also covering network programming to the extent where you'll be able to support the game running from two different machines. The most important part, the gameplay implementation with enemies and missiles, will make up the core of our top-scrolling airplane shoot'em-up game!.

You will learn everything you need in SFML Game Development in order to start with game development and come closer to creating your own game.

What you will learn from this book

- Learn the basics of SFML and render an airplane to the screen.
- Create a game world to play in using entities and handle input from the player
- Make your game richer with support menus, settings, and other states
- Implement the foundation for a GUI library
- Populate the world with enemies and let them interact
- Load resources like textures from the hard drive and learn about resource management
- Animate the game object, build a particle system and look behind the scenes of rendering
- Add music and sound effects to your game to create an immersive gaming experience
- Implement multiplayer over a network to indulge in gameplay over the Internet

Approach

SFML Game Development is a fast-paced, step-by-step guide, providing you with all the knowledge and tools you need to create your first game using SFML 2.0

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Most helpful customer reviews

8 of 8 people found the following review helpful.

Fantastic

By Thomas Feagin

I'm still finishing off the last two chapters, but the book and provided source code have been enormously helpful for learning much of the foundational ways in which computer games are made. At the end (mostly by chapter 7), you have a very extensible codebase for a 2d shoot-em-up style of game. The authors also make recommendations for further reading on topics that they didn't cover extensively since this is an introductory-level book (note: don't get carried away with an entity system if this is your first time making a game and you've never developed an application based on an entity system before).

This book is for people who are comfortable with object-oriented programming in general and who have at least a basic grasp of programming in C++. The SFML wiki details the C++ features you should be comfortable with prior to using the library; I would strongly recommend reviewing the wiki before purchasing this book to make sure it is something that will be appropriate for you.

The code written here is also cross-platform--I was able to compile and run the program on Linux, Windows, and Mac with only changes to the Makefile.

One minor downside: the book is not written by native English speakers, and it could use a bit more review to clean up the language. This made it slightly less readable at times, but there was always sufficient context to understand what was going on, and it's definitely not enough of an issue to make me take a star off. If you can handle C++, the minor English errors will not be a problem for you.

6 of 6 people found the following review helpful.

Nice introduction to game programming with C++

By Joel Lamotte

Any C++ programmer that is not at all familiar with game development will be interested in this book. SFML is one of the rare multimedia library that is built with idiomatic C++(11) in mind, and work hard to keep it's scope as small as possible to be as modular and useful as possible.

The book explain a lot of very basic information about game programming, which is why I would recommend any beginner in the domain of game programming to acquire the "Game Engine Architecture" book ([...]) to complete the bits about how any game could be done, as there are a lot of ways to make games and it's always specific to the kind of game it is.

As someone building some very esoteric game architecture, I was pleased to see that the book keep mentioning the fact that it's all an overview of what can be done in games and they made sure to keep things simple so that basics could be understood.

I think they achieve their goal but I also think it could have been more efficient. For example I often would have preferred additional short bits of code example to illustrate several of the paragraphs. Additional diagrams would have been helpful to a beginner too.

The book is nevertheless an excellent step by step introduction to SFML which is one of the best library in it's category concerning C++. I used SFML quite a bit in the last years but I learnt far more reading the book because there is a lot of things in SFML 2.0 I just didn't knew about.

Basically, if you are interested in SFML but have no idea where to start, this is your book. If you want to start understanding game programming by practice using C++, this is also your book but after reading it you should continue with Game Engine Architecture to get more perspective on the state of the art.

2 of 2 people found the following review helpful.

Good Information but heavily condensed; C++ or comparable programming knowledge a must!

By MovieMan

As a programmer who has transitioned from other languages to C++, I've found this book highly informative, especially when used in tandem with the corresponding downloadable content, which includes complete code samples chapter by chapter. It covers the concepts of addressing the various needs for a game such as a 2D shooter, and the concepts have helped improve some of my other programs. However, a few chapters in it begins to seem more condensed, and rely heavily on newer C++ 11 concepts that I am still gaining familiarity with. Having prior knowledge of C++ may not be a requirement, but prior knowledge of programming is.

I'm still working my way through the book, and how I can apply many of these concepts to ideas I have for other games. If you have experience with C++, or at least familiarity with C, and are interested in making games, I would recommend buying this book, downloading the content, and comparing your completed code at the end of a given chapter with the corresponding downloaded code for that chapter. Doing it this way proved much more informative than merely relying on the book, or mindlessly copying the downloaded code. There are a few steps that perhaps should be included that are omitted as the chapters focus on each concept and how the code will achieve it, but they can be easily spotted through this comparison. Perhaps heavier programmers take it as a matter of course that we will have to go back to a particular function and declare a variable when using it in another part of the program, but there are enough functions and variables being used that it can be easy to loose track. However, I found the comparison between the downloaded code for each corresponding chapter helped fill in these gaps.

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