Game Programming All in One

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Game Programming All in One, 3rd Edition provides a fun learning experience on how to program 2D-based games with C using the cross-platform, open-source Allegro game library. Artwork will be provided by real-world animators. Several high-quality sample games will be featured and developed. A focused and to-the-point book, it concentrates on the important tasks--building gameplay, not a graphics demo. It speaks to the aspiring game programmer who is looking to break into the game industry. By covering cross-platform tools, this book reaches out to a wide audience, covering the most important game programming topics. A new addition to this latest edition is the coverage of multiplayer programming using cross-platform libraries that work with Allegro.

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