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## SDL Game Development: (Black White)

By Shaun Mitchell

Packt Publishing. Paperback. Condition: New. 256 pages. Dimensions: 9.1in. x 7.4in. x 0.7in. BLACK and WHITE EDITION If you're good with C and object oriented programming, this book utilizes your skills to create 2D games using the Simple DirectMedia Layer API. Practical tutorials include the development of two wickedly good games. Overview Create 2D reusable games using the new SDL 2.0 and C frameworks Become proficient in speeding up development time Create two fully-featured games with C which include a platform game and a 2D side scrolling shooter An engaging and structured guide to develop your own game In Detail SDL 2.0 is the latest release of the popular Simple DirectMedia Layer API, which is designed to make life easier for C developers, allowing you simple low-level access to various multiplatform audio, graphics, and input devices. SDL Game Development guides you through creating your first 2D game using SDL and C. It takes a clear and practical approach to SDL game development, ensuring that the focus remains on creating awesome games. Starting with the installation and setup of SDL, you will quickly become familiar with useful SDL features, covering sprites, state management, and OOP, leading to a reusable framework...



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