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Advanced 2D Game Development | Jonathan S.(Jonathan S ...

I was (am still) looking for books on game engine design, and I appreciate that Advanced 2D Game Development does introduce a pretty basic implementation of a game engine, and I think it's a worthwhile engine to look at. However, the book is just about one engine, and the text focuses too much on the implementation of this particular engine in C++ and DirectX. There's not much discussion of ...

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