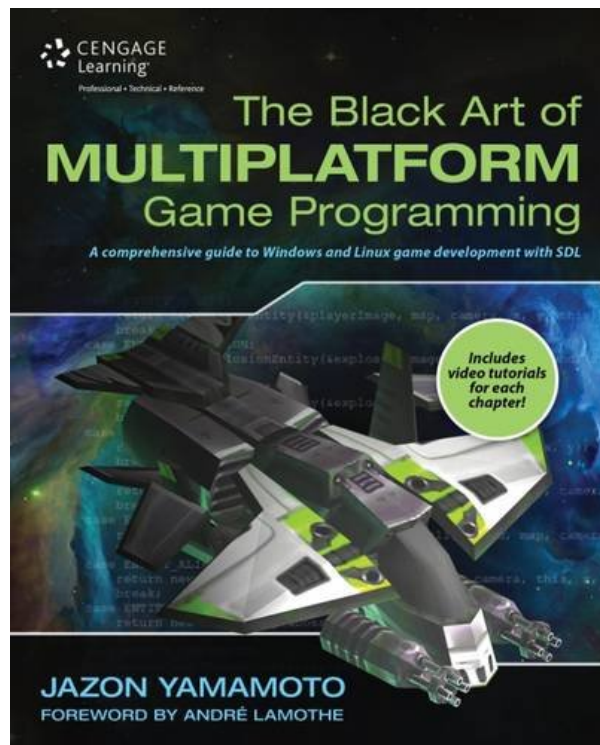
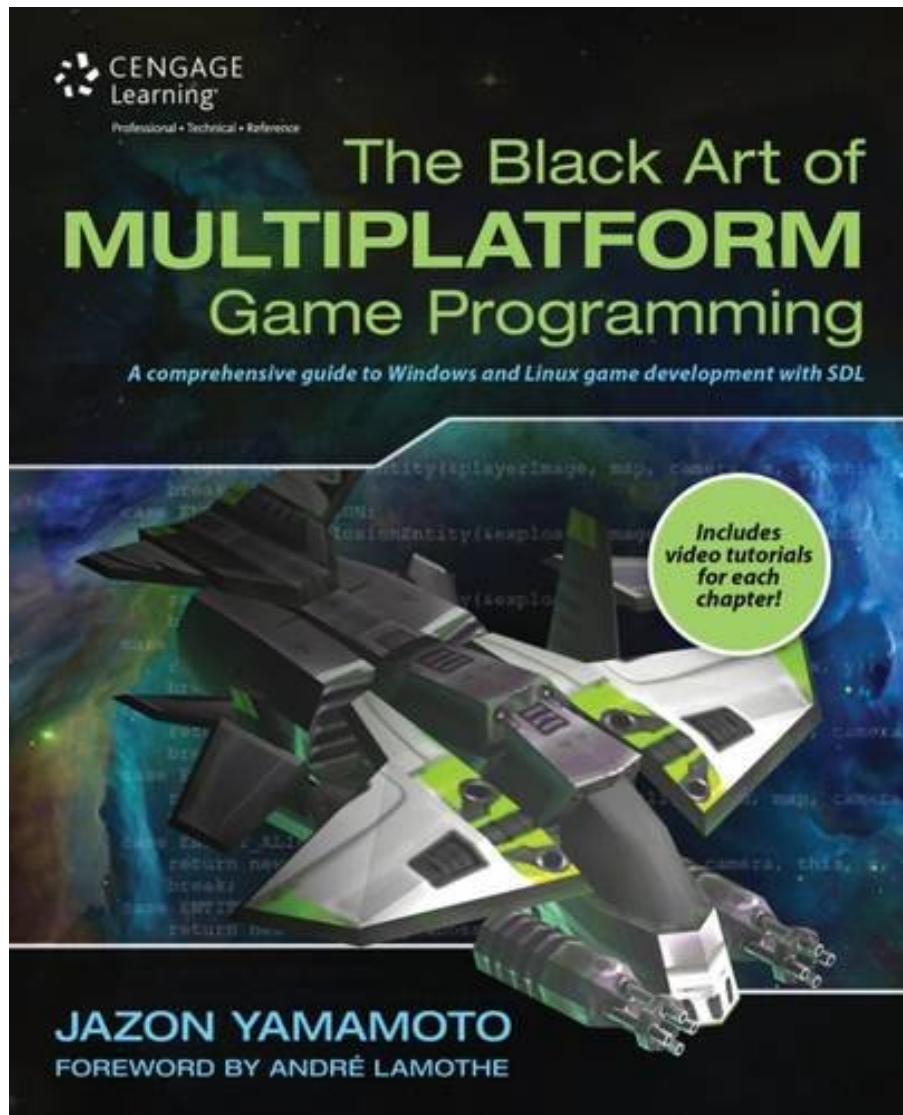


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THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development. Written with beginners in mind, this book assumes no prior knowledge of game programming--anyone can learn how to program exciting video games using this book. Inside you'll find an introduction to game development on multiple platforms using SDL, extensive coverage of coding techniques used by programming gurus, a complete guide to game engine design and implementation, a modern approach to software architecture, and advanced programming procedures and optimizations. Downloadable files include all the source code used in this book, video tutorials for each chapter, standard tools used for game development, and the SDL standard development library.

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Most helpful customer reviews

5 of 5 people found the following review helpful.

It is a great introduction to SDL

By Michael D. Shah

The book does what it was set out to do. It is a great introduction to SDL, and it takes you through many small projects that introduce the API. I have quite a bit of experience with game development, so for me this book got the job done teaching me the syntax and how SDL works.

I think this book would also serve well for beginners new to game development as well. The video tutorials are a nice touch, and the sample code compiled fine for me on my Mac OS 10.8 using GCC.

8 of 10 people found the following review helpful.

Finally, a book that doesn't try to impress the reader with obtuse C++ code!

By PlanetFreeStuff, LLC

I am majoring in CS and my concentration is game development. I am only a freshman, so I have been studying on my own, reading books, and internet articles. Now, it took a while to realize, but writing a game in Gamemaker or Unity is NOT game development. Game development is about writing low level C/C++ code that controls the screen, AI, and the game characters. I literally didn't know where to begin. Also, I heard that DirectX is really complicated and SDL is a lot easier, plus its open source and runs on many platforms, but the SDL books are TERRIBLE! But, then I saw this book advertised a few months ago, and finally got my pre-order copy! I am so happy with it. I already read it cover to cover, more like skimmed,

now I am reading it slowly and trying everything.

So, I think this is my first review, and I just wanted to let people know what a newbie thought of it. First, the videos that go with each chapter are very cool. They really don't teach the material, they are more like an overview or review, but what I like about them is they help me connect the abstract material in the book with reality. As the video plays and the author explains what you are looking at, it really helps when you go thru the code since you understand the end result. My only complaint is the audio is a bit hard to understand sometimes, the video is very clean though (so part of my 4 star instead of 5).

As far as the book, it really does start off plotting pixels and ends up with a number of simple games, and the end space game is a good start of a complete commercial shooter (which I plan to add a bunch of levels, more art, and finish and release myself!).

This book is really good for people that work on many platforms, its targeted to Windows, Linux, and Mac OS X (at least the compiler and SDL part are), so if you are like me and like to work with many systems, you want to learn a good 2D API like SDL and you don't want to just point and click and write scripts in gamemaker or unity then this book is for you, you won't be disappointed. My only other complaint is that there isn't a lot of artificial intelligence stuff in the book, but that's more a advanced topic, but I wish there was more coverage, but the book is really about multiplatform coding with SDL and not general game development stuff like AI, but another 25-50 pages would have made me happy -- so, I am giving it 4/5 stars, solid beginner book, but shy of perfection :)

3 of 3 people found the following review helpful.

It's a good book

By Albert Medalla

I'm generally impressed with the whole book. I like the choice of using SDL. The first five chapters are all SDL, the middle two are for making games, the next few chapters cover somewhat advanced techniques, the second to last chapter covers programming a full game, and the last one covers SDL2. I wish I had found this book a few years earlier and I wouldn't have wasted my time with stupid tutorials.

See all 9 customer reviews...

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