



C# Game Programming: For Serious Game Creation

Daniel Schuller

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Even experienced game developers sometimes have a hard time making their vision for a great game a reality. The number of available programming languages, libraries, and production methods can make the development process overwhelming and result in complicated, unreliable game code. **C# Game Programming: For Serious Game Creation** shows programmers how to write simple, clean, and reliable code step-by-step through the creation of a basic game. The game is built using C#, a high-level programming language, and OpenGL, an industry favorite for graphics display. You'll get an overview of the methods and libraries used to build good games, learn how to use those libraries and create your own, and finally build your own scrolling shooter game. You'll even find tips and information on how to develop your own game ideas and you'll have an excellent code base to work with. **C# Game Programming: For Serious Game Creation** provides you with all the information you need to take your game ideas from concept to completion.

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