

Game Engine Design And Implementation 1st First Edition Text Only

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Game Engine Design and Implementation

Game Engine Design and Implementation: Episode 1 - Intro The introduction to this series and a discussion on what overall features we want to see in the **engine**. Introduction: 1) go over my ...

Game Engine Design and Implementation: Episode 2 - Memory Manager Design We begin designing our first system, the heap memory manager. We first discuss the reason why we need a memory manager at ...

Game Engine API Design Recent C++ standards have given us amazing tools for building easy to use and intuitive APIs. Despite this, C++ is still considered ...

Game Engine Design and Implementation: Episode 4 - Windows Skeleton (Part 2) In which we go over a few options regarding globally accessible class instances, and come up with a final decision on how we will ...

Multithreading the Entire Destiny Engine In this 2015 GDC Talk, Bungie's Barry Genova explains how Bungie turned almost every part of Destiny's **engine** into a a job ...

Game Engine Design and Implementation: Episode 13 - Implementing New Memory Blocks In this episode we write the functions needed across the memory classes that allow us to add a single memory block to a memory ...

Code-It-Yourself! 3D Graphics Engine Part #1 - Triangles & Projection This video is part #1 of a new series where I construct a 3D graphics **engine** from scratch. I start at the beginning, setting up the ...

Game Engine Design and Implementation: Episode 14 - Abstracting the Linked List Functions We take the linked list add and delete parts of the code, abstract them out such that we can use them for both the Memory Pool ...

Write a Game Engine? - WHY and HOW. Should you write your own **game engine**? And how do you even write one? I never quite understood why some game developers ...

How Game Engines Work! Disclaimer: This is intended for people who aren't entirely sure what a "**game engine**" is. I have more in-depth programming ...

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Game Engine Design and Implementation: Episode 3 - Windows Skeleton (Part 1) We finally get to do some actual coding! We set up our new project (and go over a couple of compiler settings). We then add our ...

3. Game Engines MIT CMS.611J Creating Video Games, Fall 2014 View the complete course: <http://ocw.mit.edu/CMS-611J/F14> Instructor: Philip Tan ...

Game Engine Design and Implementation: Episode 6 - A discussion of dynamic memory and pointers In which we add a few more delete function overrides for the benefit of C++14. We then spend some time talking about dynamic ...

Game Engine Design and Implementation: Episode 11 - Abstracting Memory Alignment In this episode, we: 1) Clean up some unneeded information in the Memory Pool Class 2) Add some more useful information to ...

Game Engine Design and Implementation: Episode 9 - Hashing Strings We spend a little time cleaning up the existing code, before diving into the new hashing class. We use that new class to create an ...

Game Engine Design and Implementation: Episode 8 - Revisiting the Allocation Functions We return to the AlignedMalloc() and AddNewPool() routines in order to fix an issue with overwriting the class member variables.

Game Engine Design and Implementation: Episode 10 - Linking Multiple Memory Pools We enhance our memory pool class by setting up linked lists, allowing us to have multiple named memory pools, which we can ...

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