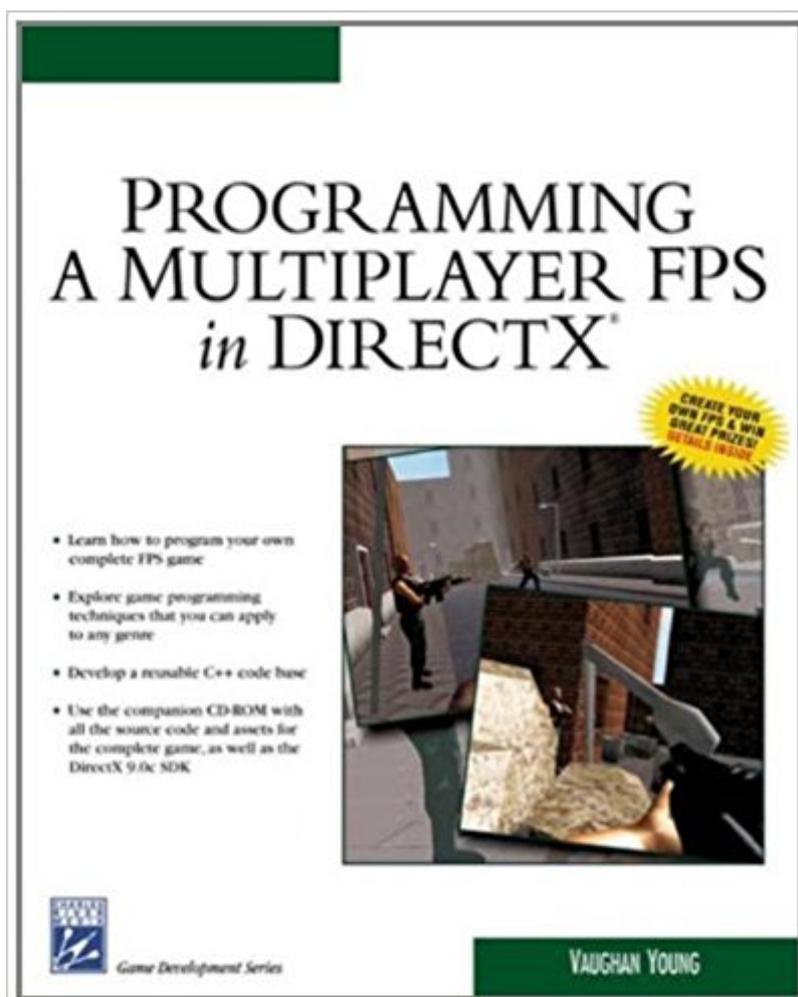**The book was found**

Programming A Multiplayer FPS In DirectX (Game Development Series)

Synopsis

If you have experience with C++ and DirectX and have always wanted to program your own game, this is the book for you. Programming a Multiplayer FPS in DirectX takes you from the basic game design to a fully functioning game! All of the source code, assets, and tools are included- you just work through the tutorial-based chapters and watch the game come to life as you develop it. And as new features are added, you can begin playing with them to see them in action. Following a typical game development process, the book is separated into two distinct parts: Part One focuses on the design and development of the game engine, and Part Two concentrates on putting the game together using the engine. The theory has been kept to a minimum, so that you are following a hands-on approach and adding new functionality to your engine as you proceed. In the first part, you'll learn about the many facets of DirectX, C++, and object-oriented programming. You'll also learn how to design the engine and put the infrastructure into place. The next chapters will each add a new module to your engine including input, scripting, 3D rendering, sound, networking, and scene management. The second part covers the final development stages, including everything from game play to player management; it culminates with the complete multiplayer FPS game. Throughout the book you'll learn key topics that will bring you up to speed with industry proven techniques, while improving your confidence as a developer. And because DirectX is the most prevalent game development tool available, once you master this project, you'll have the skills you need to create a variety of games!

Book Information

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Customer Reviews

At my school we used this book for our networking class. (I had been begging our teacher to show us some directPlay stuff... yes, I'm aware that directPlay is ugh in terms of networking, but, it was a lot better than learning some java networking stuff. At least to me).This book was an invaluable tool for designing my networking system. I basically gutted this networking system and stacked on some variable size packets that I studied from one of the Lamothe (actual author:Todd Baron) books. (weird book, guy talks about his exploits in ultimate online for like, almost a chapter before he goes on to explain about how you can hack the networking system for exploits.This book shows you how to implement a peer to peer network and then treat it like a server/client system. It's an interesting (I chose to just go strictly peer-to-peer in my system) approach. And I read in one of the Game Programming Gems a way to bypass some of the connectivity issues with peer to peer networks.Regardless, this book is an EXCELLENT study of networking for games. I read the networking chapter probably 20x during our project and it took me quite a while to figure out exactly what he was doing with it. In the end, it's a logical system that works fairly decently.We didn't use the rest of the code in the book too much. Some of the other people in my class modified the FPS game to do other things (made a shooting gallery, other's made some text based games on the networking code, etc).The source code is useful and there is an update available for it (his precious linked list had a memory leak in it... he really harps on about it).If you have never designed a game system before. This book is going to be a tremendous help.

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