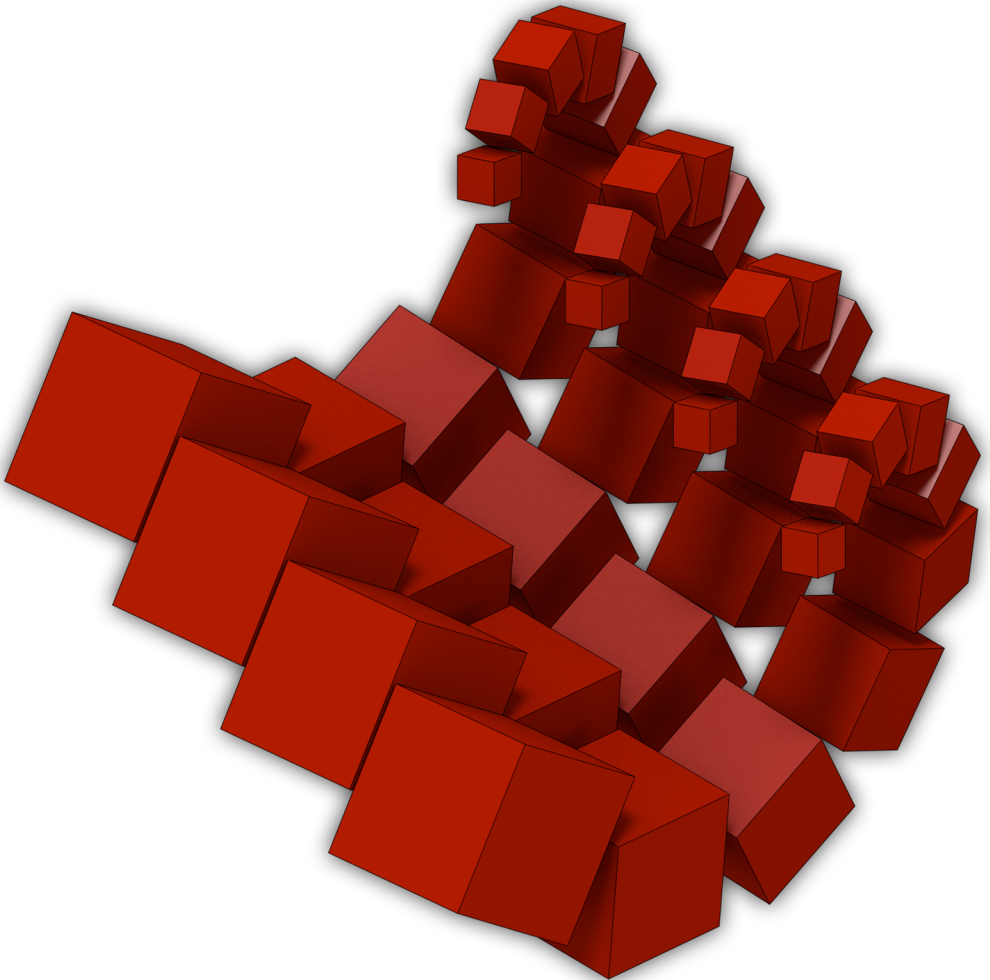


Game Development Design



Stefan Schindler

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Contents

1. Introduction	1
2. This is the end...	3

1. Introduction

Game development is a fascinating and fun thing a lot of people enjoy. Some are even making a living out of it, others do it as a hobby. For whatever reasons you are programming games, I'd like to congratulate you for choosing one of the hardest and most difficult areas of programming. Programming games involves a lot of topics, for example:

- Fast algorithms
- A lot of different sub-systems
- Real-time data processing
- Graphics rendering
- Audio processing
- Game design/logic
- Data (De-)serialization and -synchronization

When asking people *why* they are making games, you often get a whole bunch of answers: *"I like playing games!"*, *"I've always had that special idea I wanted to realize!"*, *"I like the challenge of making games"* and much more. One thing however is for sure: It's tough. It's really tough. If you're new to game development: Prepare for a wild ride with ups and downs, doing a lot of research, having motivation problems — and much more. The *Game Development Design* series is mostly for developers who are doing game development in their free time or as some kind of

indie developer. Professional — that means “I do it for the money only” — programmers usually do not care so much about elegant and passionate code design. And that’s what this series is about: Experimenting with modern approaches of doing things, having no problems doing big chunks of refactoring — or in general: Working with lively source code.

All GDD articles will cover one topic of game development. I do not claim that what you read here is the best of the best. However I can guarantee that a lot of effort had been put into tailoring the solutions I want to show here. Nevertheless: If you find errors or don’t like what you read, then please write to gdd@boxbox.org so that I’ve got the chance to improve this. When we look at source code, it will be either pseudo or C++ code.

2. This is the end

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