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Game engine

By Frederic P. Miller

Alphascript Publishing Dez 2009, 2009. Taschenbuch. Condition: Neu. Neuware - A game engine is a software system designed for the creation and development of video games. There are many game engines that are designed to work on video game consoles and desktop operating systems such as Microsoft Windows, Linux, and Mac OS X. The core functionality typically provided by a game engine includes a rendering engine for 2D or 3D graphics, a physics engine or collision detection (and collision response), sound, scripting, animation, artificial intelligence, networking, streaming, memory management, threading, and a scene graph. The process of game development is frequently economized by in large part reusing the same game engine to create different games. 160 pp. Englisch.

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