



# Beginning Game Programming: A GameDev.net Collection (Course Technology Cengage Learning)

By John Hattan

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Welcome to "Beginning Game Programming: A GameDev.net Collection," the second in a series of books published in collaboration with GameDev.net, the online community where game developers worldwide can network and freely exchange information and ideas. Assembled in print for the first time, and comprised of the best introductory programming articles that have appeared on GameDev.net over the past decade, this volume features invaluable information and ideas for anyone looking for a solid foundation in the basics of game programming. Truly dedicated to the beginner, as you dive into the fun and challenging world of game development, you'll clear up the mystery of what programming language to use, find information on coding best practices, explore graphics creation, get an introduction to scripting, learn about debugging, and much more. All articles have been updated to comply with the latest technology, and as a bonus, this volume also features exclusive, new content that cannot be found anywhere else. Continuing in their tradition of excellence, "Beginning Game Programming: A GameDev.net Collection" captures the best of GameDev.net and is an invaluable resource in your pursuit of game development success.

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### **Editorial Review**

#### **About the Author**

John Hattan has been working steadily in the casual game-space since the TRS-80 days and professionally since 1990. After seeing his small-format games turned down for what turned out to be Tandy's last PC release, he took them independent, eventually releasing them as several discount game-packs through a couple of publishers. The packs are actually still available on store-shelves, although you'll need a keen eye to find them nowadays. He continues to work in the casual game-space as an independent developer, largely working on games in Flash for his website, The Code Zone ([www.thecodezone.com](http://www.thecodezone.com)). His current scheme is to distribute his games virally on various web-portals and widget platforms. In addition, John writes weekly product reviews and blogs (over ten years old) for [www.gamedev.net](http://www.gamedev.net) from his home office where he lives with his wife and daughter in their home in the woods near Lake Grapevine in Texas.

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