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# SFML Blueprints



## Synopsis

Sharpen your game development skills and improve your C++ and SFML knowledge with five exciting projects

About This Book Master game components and their interaction by creating a hands-on multiplayer game

Customize your game by adding sounds, animations, physics, and a nice user interface to create a unique game

A project-based book starting with simpler projects and moving into increasingly complex projects to make you proficient in game development

Who This Book Is For This book is for developers who have knowledge of the basics of the SFML library and its capabilities in 2D game development. Minimal experience with C++ is required.

What You Will Learn

- Build a complete game and integrate advanced features by adding a multiplayer layer
- Get to grips with SFML resources and build a generic and reusable resource manager
- Gather knowledge about different entity models and build your own 2D games
- Explore the Box2D engine and add physics properties to your game
- Add a nice user interface to your game to make it more user friendly
- Discover the SFGUI library and learn how to customize your game
- Delve into the importance of multithreading and boost your code
- Add networking and learn about serialization and database management using Sqlite3

In Detail SFML is a cross-platform software development library written in C++ with bindings available for many programming languages. This book contains useful information that you'll need to create any kind of 2D games. Starting with the basics of game programming, resource management, and building simple 2D games, you'll then delve into more complex features such as the physics engine, constructing a game UI, and more advanced concepts of 2D gaming using SFML. You'll develop advanced functionality in your game using the concept of multithreading and learn how various threads interact. In later chapters, you'll quickly grasp the usage and implementation of isometric views and image transformation in your 2D real time tower defense game. You'll wrap up by adding networking and database management systems to your game with SQLite using an ORM.

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## Customer Reviews

At the end of chapter 2, so my review does not reflect the work in it's entirety.. I will leave a full review once I have completed it. Chapter 1 is all about Setting up your environment on whatever OS you choose (Windows, OSX or \*nix) and it goes into precise detail on exactly how to set things up. At the end of chapter 1 you create "A minimal example" program to make sure that the library and your programming environment is set up properly. It shows a picture of the final result, shows the code in order to get this result, and then explains exactly what each part of code does. 5 Stars on Chapter 1. Chapter 2 starts out explaining what the different parts of a game are, and what they are intended to do. You extract your minimal example into it's own "Game" class and break apart each functional piece of code into it's own function. The next part goes into explaining different game loops time-steps or update cycles. I think the Author does a good job explaining Why you would need each kind of type-step and how to implement them, in a very general/basic way. Now we are in to user inputs and how the game will react to such things. At first, a 'minimal' example is given for handling Polled input and Real-Time input. Almost immediately, and with no clear reason or purpose You are instructed to create 2 new classes for handling real-time user input. The book fell apart for me here, and the code shown in the book does not match the code given in the code samples (eg. assignment operators are defined but never declared, namespace "book::" shows up out of nowhere (never mentioned) and causes errors, and the code does not compile at the end of the chapter.

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