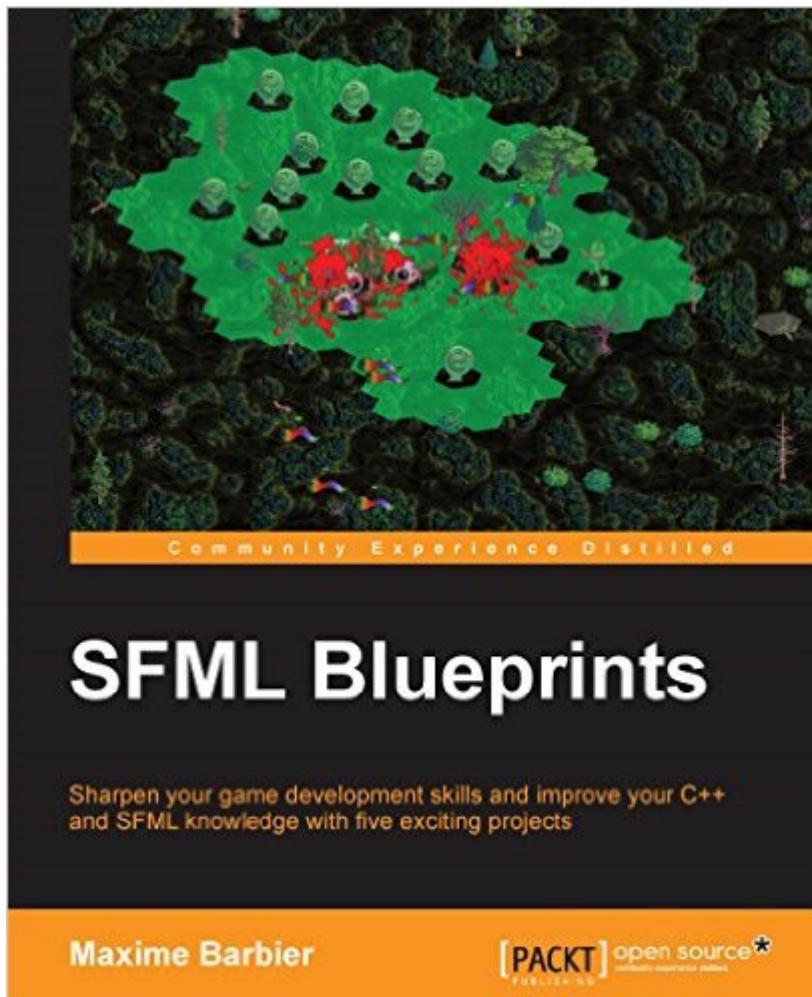


The book was found

# SFML Blueprints



## Synopsis

Sharpen your game development skills and improve your C++ and SFML knowledge with five exciting projectsAbout This BookMaster game components and their interaction by creating a hands-on multiplayer gameCustomize your game by adding sounds, animations, physics, and a nice user interface to create a unique gameA project-based book starting with simpler projects and moving into increasingly complex projects to make you proficient in game developmentWho This Book Is ForThis 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 LearnBuild a complete game and integrate advanced features by adding a multiplayer layerGet to grips with SFML resources and build a generic and reusable resource managerGather knowledge about different entity models and build your own 2D gamesExplore the Box2D engine and add physics properties to your gameAdd a nice user interface to your game to make it more user friendlyDiscover the SFGUI library and learn how to customize your gameDelve into the importance of multithreading and boost your codeAdd networking and learn about serialization and database management using Sqlite3In DetailSFML 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.

## Book Information

File Size: 6355 KB

Print Length: 298 pages

Publisher: Packt Publishing (May 28, 2015)

Publication Date: May 28, 2015

Sold by: Digital Services LLC

Language: English

ASIN: B00YHBVHB4

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #1,190,754 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #176 in Books > Computers & Technology > Computer Science > AI & Machine Learning > Expert Systems #183 in Books > Computers & Technology > Software > Utilities #548 in Kindle Store > Kindle eBooks > Computers & Technology > Programming > Games

## 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 presice 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.

[Download to continue reading...](#)

SFML Blueprints Pediatrics (Blueprints Series) Visionary Architecture: Blueprints of the Modern Imagination Star Wars Blueprints: Rebel Edition TCP/IP Blueprints LibGDX Cross Platform Development Blueprints CodeIgniter Web Application Blueprints Mapping Experiences: A Complete

Guide to Creating Value through Journeys, Blueprints, and Diagrams The Gingerbread Architect: Recipes and Blueprints for Twelve Classic American Homes Energy Efficient Servers: Blueprints for Data Center Optimization Blueprints Surgery, 5th Edition The Power of the Playwright's Vision: Blueprints for the Working Writer How to Start a Family Office: Blueprints for setting up your single family office (Family Office Club Book Series 3) OpenCV Blueprints Python Machine Learning Blueprints: Intuitive data projects you can relate to

[Dmca](#)