

# Game Engine Architecture Second Edition

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architecture Students will learn state-of-the-art software architecture principles in the context of game engine design, investigate subsystems typically found in a real game engine, survey engine

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intelligence, or audio These are the areas that many game programmers specialize in as their careers progress • Whole-engine books In contrast, these try to span all of the different parts of an entire game engine They are oriented towards building a complete engine suited to some specific genre of game, usually a 3D first-person shooter

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