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2/6/2003 · Tricks of the Windows Game Programmin Gurus, 2E takes the reader through Win32 programming, covering all the major components of DirectX including DirectDraw, DirectSound, DirectInput (including Force Feedback), and DirectMusic. Andre teaches the reader 2D graphics and rasterization techniques.

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The difficulty level of game programming has definitely been cranked up these days in relation to the skill set needed to make games. Andre LaMothe's follow-up book to Tricks of the Windows Game Programming Gurus is the one to read for the latest in 3D game programming.

Book detailed review all aspects of game development: 2D graphic, input/output, sound, algorithms, gamedev patterns and so forth. This book don't reviews 3D game at all. For 3D games I recomend

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