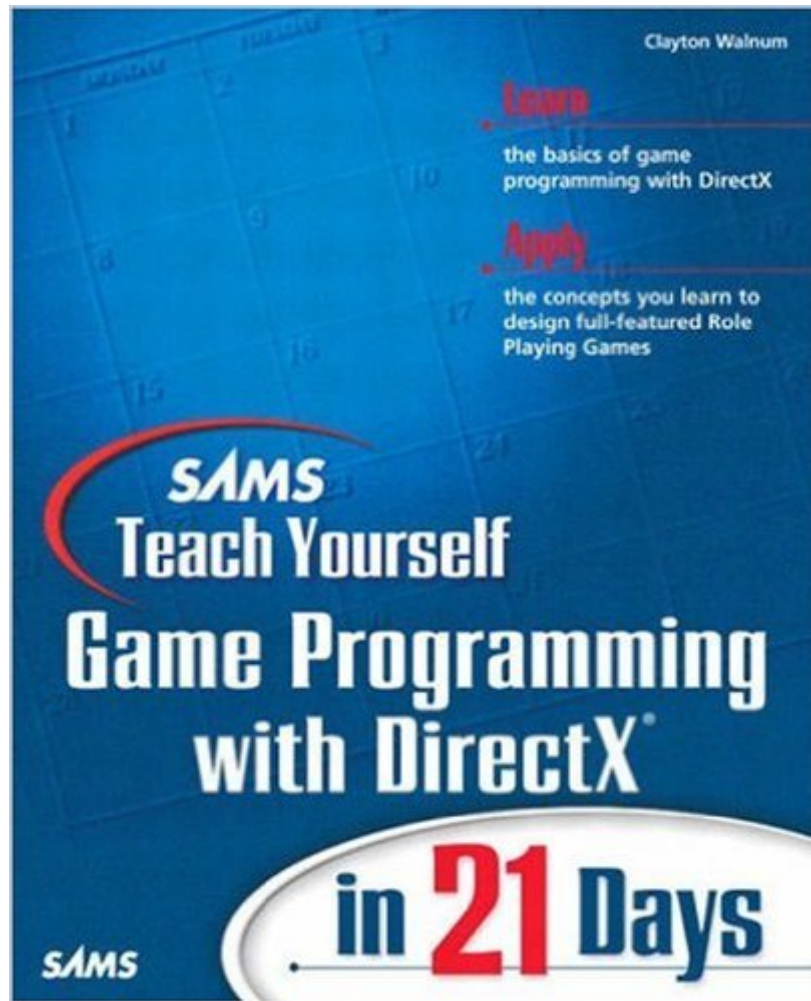# Sams Teach Yourself Game Programming With DirectX In 21 Days

Synopsis

The introductory chapters provide a solid basis in using Direct3D and DirectSound in a 2D gaming environment, providing not only the necessary theoretical discussions, but also sample programs that demonstrate the concepts discussed. Once the reader learns these basic DirectX techniques, the book leads the reader through the design and programming of a console-style computer role-playing game. As the reader builds the game piece by piece, he not only applies what he's learned about Direct3D and DirectSound, but also learns the fundamental skills needed to program games. Currently, no other book on the market covers the same material.

Book Information

Paperback: 720 pages

Publisher: Sams Publishing (September 5, 2002)

Language: English

ISBN-10: 0672324199

ISBN-13: 978-0672324192

Product Dimensions: 7.2 x 1.5 x 9.1 inches

Shipping Weight: 2.5 pounds (View shipping rates and policies)

Average Customer Review: 3.6 out of 5 starsÂ Â See all reviewsÂ (32 customer reviews)

Best Sellers Rank: #3,608,924 in Books (See Top 100 in Books)   #58 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #3095 inÂ Books > Computers & Technology > Operating Systems > Windows > Windows Desktop   #4734 inÂ Books > Computers & Technology > Programming > Introductory & Beginning

Customer Reviews

First of all, let me say I'm a fairly average VB programmer, probably a bit more advanced than this book is intended for, but I'm not that great a programmer, period. In fact, that's why I use visual basic. I started off with C (in fact, I own 2 of Mr. Walnum's books on game programming in C), but I wasn't very good at C, and even worse at C++.Anyway, after my first glance through this book, I said to myself, "Wow, I just wasted $an amount.". (Actually, my first thought was I'd seen this before, in fact, a lot is identical to one of Mr. Walnum's game programming in C book from about 6-7 years ago).But upon closer inspection, that's not really fair. After reading the book, it is a pretty decent book. It is aimed the beginner, which is probably a good thing, since there very few game programming in VB books, and this is the only one for VB6.0, and the only one still in print. The games start out very simple and gradually get more complex, but even so, you're not dealing with

very complex games.For instance, 1/3 of the book is dedicated to building the game "Moonlord", which rather than being a 'Space Adventure game' (as the book describes it), is basically a 'Star Trek' clone, which was one of the earliest computer games ever. It was the first computer game I ever played, back on my TRS-80 (with tape drive) in the late 70s. It also later appeared on the Atari 2600 video game console as 'Stellar Track'.On the one hand, the book is aimed at beginners, so I can see keeping the games pretty simple. But that's just a bit too simple, I think. I mean, on Day 8 (of the 21 days), you're writing a blackjack games. Blackjack! Probably the 2nd simplest card game (the 1st being high card wins).Besides being a bit too simple in places, the book is a bit flawed.

Sams Teach Yourself ADO 2.5 in 21 Days (Sams Teach Yourself...in 21 Days) Sams Teach Yourself Game Programming with DirectX in 21 Days Sams Teach Yourself DirectX 7 in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself UNIX System Administration in 24 Hours (Sams Teach Yourself in 24 Hours) Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours) Sams Teach Yourself UNIX System Administration in 21 Days (Teach Yourself -- Days) Teach Yourself Unix Shell Programming in 14 Days (Sams Teach Yourself) Teach Yourself Database Programming With Delphi in 21 Days (Sams Teach Yourself) Teach Yourself How to Become a Webmaster in 14 Days (Sams Teach Yourself) Teach Yourself Borland Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Visual C++ in 21 Days (Sams Teach Yourself) Teach Yourself Java in 21 Days: Professional Reference Edition (Sams Teach Yourself) Sams Teach Yourself WordPerfect Office 2000 for Linux in 24 Hours (Teach Yourself -- 24 Hours) Sams Teach Yourself RoboHELP 2000 for HTML Help in 24 Hours (Teach Yourself -- Hours) Teach Yourself Activex Programming in 21 Days (Teach Yourself Series) Sams Teach Yourself ATL Programming in 21 Days Sams Teach Yourself Database Programming with Visual C++ 6 in 21 Days Sams Teach Yourself ABAP/4 in 21 Days Sams Teach Yourself CORBA in 14 Days Sams Teach Yourself Visual C++ 5 in 21 Days, Fourth Edition