SDL Game Development

Shaun Mitchell

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In Detail

SDL 2.0 is the latest release of the popular Simple DirectMedia Layer API, which is designed to make life easier for C++ developers, allowing you simple low-level access to various multiplatform audio, graphics, and input devices.

SDL Game Development guides you through creating your first 2D game using SDL and C++. It takes a clear and practical approach to SDL game development, ensuring that the focus remains on creating awesome games.

Starting with the installation and setup of SDL, you will quickly become familiar with useful SDL features, covering sprites, state management, and OOP, leading to a reusable framework that is extendable for your own games. SDL Game Development culminates in the development of two exciting action games that utilize the created framework along with tips to improve the framework.

Approach

Written as a practical and engaging tutorial, SDL Game Development guides you through the development of your own framework and the creation of two exciting, fully-featured games.

Who this book is for

SDL Game Development is aimed at C++ developers who want to learn the fundamentals of SDL for cross-platform game development. This isn't a beginner's guide to C++, so a good knowledge of C++ and object-orientated programming is a must.

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