Game Programming Gems 7 (Game Programming Gems Series)

By Scott Jacobs

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Welcome to the seventh volume of the must-have reference series for game developers, Game Programming Gems, the series that helped define the standards for game programming and continues to be an essential source for new, innovative techniques. "Game Programming Gems 7" provides the tools and inspiration that game developers need to excel. Featuring cutting-edge, ready-to-use techniques contributed by industry veterans and experts, this new collection is a key resource for inspiration, insight, and a plethora of time-saving, ready-to-use methods for the developer's tool box! Gems 7 answers the needs of passionate developers, eager newcomers, voracious production requirements, and the demand for innovating and entertaining gameplay. Covering all the key development areas including math and physics, artificial intelligence, audio, and even scripting and data-driven systems, each section is edited by an expert in the field to ensure that the ideas are original, accurate, and useful.There are gems that contribute directly to a player's experience of the game, including audio production gems and human-game interactions. Does your development team include a DBA? Inside you'll find a gem that suggests ways to integrate your object system with a relational database. Recognizing the need for good solutions for managing ever-increasing team sizes and facilitating efficient internal and external communications, there is a networking gem that applies tools to multiplayer development that are common to many network administrators, but may not yet have widespread use in our industry. Dig into this new volume of useful, practical ideas and techniques and get ready to make games that are more inventive, entertaining, and satisfying!

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Editorial Review

About the Author
Scott Jacobs has been working in the games industry since 1995. Currently he is a Senior Software Engineer at Destineer. Prior to this he has worked as a software engineer at the serious games company Virtual Heroes, two Ubisoft studios including Redstorm Entertainment, and began in the game development industry at Interactive Magic. He also served as the Network & Multiplayer section edition in Game Programming Gems 6. He lives in North Carolina with his wife and a house full of creatures.

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