

SciTech: L6 - Engineering

[View Online](#)

Benstead, Luke, Astle, Dave, & Hawkins, Kevin. (2009). Beginning OpenGL game programming (2nd ed). Delmar.

Benstead, Luke, Astle, Dave, & Hawkins, Kevin. (2009). Beginning OpenGL game programming (2nd ed) [Electronic resource]. Course Technology/Cengage Learning. <https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=3136157>

Bhangal, Sham. (2001). Flash games studio. Friends of ED.

Bourg, David M. (2002). Physics for game developers. O'Reilly.

Bourg, David M. & Seemann, Glenn. (2004). AI for game developers. O'Reilly. <https://bournemouth.on.worldcat.org/oclc/56641979>

Flash Kit, A Flash Developer Resource for Macromedia Flash MX Tutorials. (n.d.).

flipcode - game development harmony. (n.d.).

Flynt, John Patick, Kodicek, Danny, & ebrary, Inc. (2012). Mathematics and physics for programmers (2nd ed) [Electronic resource]. Course Technology PTR. <http://site.ebrary.com/lib/bournemouth/Doc?id=10503310>

Gamdev.net - game development software Resources and Information. (n.d.).

International Journal of Computer Game Research. (n.d.).

International Journal of Intelligent Games and Simulation. (n.d.).

J2ME : Java ME : MicroDevNet. (n.d.).

Java Technology. (n.d.).

Larame

e,
Franc

ois Dominic. (2002). Game design perspectives: Vol. Graphics series. Charles River Media.

Lengyel, E. & ebrary, Inc. (2004). Mathematics for 3D game programming and computer graphics (2nd ed) [Electronic resource]. Charles River Media.

<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=3135726>

Makar, Jobe. (2003). Macromedia Flash MX game design demystified: the official guide to creating games with Flash. Macromedia Press :_Peachpit Press.

Miller, Tom & Johnson, Dean. (2011). XNA Game studio 4.0 programming: developing for Windows phone 7 and Xbox 360 [Electronic resource]. Addison-Wesley.

<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=5136041>

Millington, Ian. (2010a). Game physics engine development: how to build a robust commercial-grade physics engine for your game (2nd ed). Morgan Kaufmann.

<https://bournemouth.on.worldcat.org/oclc/609304030>

Millington, Ian. (2010b). Game physics engine development: how to build a robust commercial-grade physics engine for your game (2nd ed) [Electronic resource]. Morgan Kaufmann Publishers.

<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=4205386>

Morrison, Michael. (2004). Beginning mobile phone game programming. Sams ;_Pearson Education [distributor].

Partridge, Allen R. (2002). Real-time interactive 3D games: creating 3D games in Macromedia Director 8.5 Shockwave Studio. Sams.

Vince, John. (2001). Essential mathematics for computer graphics fast: Vol. Essential series . Springer.

Welcome to your final year ! (n.d.).