

SciTech: L6 - Engineering

View Online



@book{Benstead, Luke_Astle, Dave_2009, address={Clifton Park, N.Y.}, edition={2nd ed}, title={Beginning OpenGL game programming}, publisher={Delmar}, author={Benstead, Luke and Astle, Dave and Hawkins, Kevin}, year={2009} }

@book{Benstead, Luke_Astle, Dave_Hawkins, Kevin_2009, address={Australia}, edition={2nd ed}, title={Beginning OpenGL game programming}, url={https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=3136157}, publisher={Course Technology/Cengage Learning}, author={Benstead, Luke and Astle, Dave and Hawkins, Kevin}, year={2009} }

@book{Bhangal, Sham_2001, address={Birmingham}, title={Flash games studio}, publisher={Friends of ED}, author={Bhangal, Sham}, year={2001} }

@book{Bourg, David M._2002, address={Cambridge, Mass}, title={Physics for game developers}, publisher={O'Reilly}, author={Bourg, David M.}, year={2002} }

@book{Bourg, David M._Seemann, Glenn_2004, address={Beijing}, title={AI for game developers}, url={https://bournemouth.on.worldcat.org/oclc/56641979}, publisher={O'Reilly}, author={Bourg, David M. and Seemann, Glenn}, year={2004} }

@book{Flynt, John Patick_Kodicek, Danny_ebrary, Inc_2012, address={Boston, Mass}, edition={2nd ed}, title={Mathematics and physics for programmers}, url={http://site.ebrary.com/lib/bournemouth/Doc?id=10503310}, publisher={Course Technology PTR}, author={Flynt, John Patick and Kodicek, Danny and ebrary, Inc}, year={2012} }

@book{Larame

e,
Franc

ois Dominic_2002, address={Hingham, Mass}, title={Game design perspectives}, volume={Graphics series}, publisher={Charles River Media}, author={Larame

e,
Franc

ois Dominic}, year={2002} }

@book{Lengyel_ebrary, Inc_2004, address={Hingham, Mass}, edition={2nd ed}, title={Mathematics for 3D game programming and computer graphics}, url={<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=3135726>}, publisher={Charles River Media}, author={Lengyel, Eric and ebrary, Inc}, year={2004} }

@book{Makar, Jobe_2003, address={Berkeley, CA}, title={Macromedia Flash MX game design demystified: the official guide to creating games with Flash}, publisher={Macromedia Press : _Peachpit Press}, author={Makar, Jobe}, year={2003} }

@book{Miller, Tom_Johnson, Dean_2011, address={Upper Saddle River, NJ}, title={XNA Game studio 4.0 programming: developing for Windows phone 7 and Xbox 360}, url={<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=5136041>}, publisher={Addison-Wesley}, author={Miller, Tom and Johnson, Dean}, year={2011} }

@book{Millington, Ian_2010a, address={San Francisco, Calif}, edition={2nd ed}, title={Game physics engine development: how to build a robust commercial-grade physics engine for your game}, url={<https://bournemouth.on.worldcat.org/oclc/609304030>}, publisher={Morgan Kaufmann}, author={Millington, Ian}, year={2010} }

@book{Millington, Ian_2010b, address={Amsterdam}, edition={2nd ed}, title={Game physics engine development: how to build a robust commercial-grade physics engine for your game}, url={<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=4205386>}, publisher={Morgan Kaufmann Publishers}, author={Millington, Ian}, year={2010} }

@book{Morrison, Michael_2004, address={Indianapolis, Ind}, title={Beginning mobile phone game programming}, publisher={Sams ;_Pearson Education [distributor]}, author={Morrison, Michael}, year={2004} }

@book{Partridge, Allen R._2002, address={[Great Britain]}, title={Real-time interactive 3D games: creating 3D games in Macromedia Director 8.5 Shockwave Studio}, publisher={Sams}, author={Partridge, Allen R.}, year={2002} }

@book{Vince, John_2001, address={London}, title={Essential mathematics for computer graphics fast}, volume={Essential series}, publisher={Springer}, author={Vince, John}, year={2001} }

@misc{Welcome to your final year ! }

@misc{International Journal of Intelligent Games and Simulation }

@misc{International Journal of Computer Game Research }

@misc{Flash Kit, A Flash Developer Resource for Macromedia Flash MX Tutorials }

@misc{flipcode - game development harmony }

@misc{Gamdev.net - game development software Resources and Information }

@misc{J2ME : Java ME : MicroDevNet }

@misc{Java Technology }