

SciTech: L6 - Engineering

[View Online](#)

1

Welcome to your final year !

2

Benstead, Luke, Astle, Dave, Hawkins, Kevin. Beginning OpenGL game programming. 2nd ed. Clifton Park, N.Y.: : Delmar 2009.

3

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

4

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

5

Flynt, John Patick, Kodicek, Danny, ebrary, Inc. Mathematics and physics for programmers. 2nd ed. Boston, Mass: : Course Technology PTR 2012.
<http://site.ebrary.com/lib/bournemouth/Doc?id=10503310>

6

Miller, Tom, Johnson, Dean. XNA Game studio 4.0 programming: developing for Windows phone 7 and Xbox 360. Upper Saddle River, NJ: : Addison-Wesley 2011.
<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=5136041>

7

Millington, Ian. Game physics engine development: how to build a robust commercial-grade physics engine for your game. 2nd ed. San Francisco, Calif: : Morgan Kaufmann 2010. <https://bournemouth.on.worldcat.org/oclc/609304030>

8

Millington, Ian. Game physics engine development: how to build a robust commercial-grade physics engine for your game. 2nd ed. Amsterdam: : Morgan Kaufmann Publishers 2010.
<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=4205386>

9

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

10

Bhangal, Sham. Flash games studio. Birmingham: : Friends of ED 2001.

11

Bourg, David M. Physics for game developers. Cambridge, Mass: : O'Reilly 2002.

12

Larame

e,
Franc

ois Dominic. Game design perspectives. Hingham, Mass: : Charles River Media 2002.

13

Lengyel E, ebrary, Inc. Mathematics for 3D game programming and computer graphics. 2nd ed. Hingham, Mass: : Charles River Media 2004.
<https://ebookcentral.proquest.com/lib/bournemouth-ebooks/detail.action?docID=3135726>

14

Morrison, Michael. Beginning mobile phone game programming. Indianapolis, Ind: : Sams ;_Pearson Education [distributor] 2004.

15

Partridge, Allen R. Real-time interactive 3D games: creating 3D games in Macromedia Director 8.5 Shockwave Studio. [Great Britain]: : Sams 2002.

16

Vince, John. Essential mathematics for computer graphics fast. London: : Springer 2001.

17

International Journal of Intelligent Games and Simulation.

18

International Journal of Computer Game Research.

19

Flash Kit, A Flash Developer Resource for Macromedia Flash MX Tutorials.

20

flipcode - game development harmony.

21

Gamdev.net - game development software Resources and Information.

22

J2ME : Java ME : MicroDevNet.

23

Java Technology.