

SciTech: L6 - Engineering

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1.

Welcome to your final year !

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

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

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

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International Journal of Intelligent Games and Simulation.

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International Journal of Computer Game Research.

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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.