

SciTech: L6 - Engineering

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1.

Welcome to your final year !

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Flynt, John Patick, Kodicek, Danny, ebrary, Inc: Mathematics and physics for programmers. Course Technology PTR, Boston, Mass (2012).

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Miller, Tom, Johnson, Dean: XNA Game studio 4.0 programming: developing for Windows phone 7 and Xbox 360. Addison-Wesley, Upper Saddle River, NJ (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, San Francisco, Calif (2010).

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

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flipcode - game development harmony.

21.

Gamdev.net - game development software Resources and Information.

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J2ME : Java ME : MicroDevNet.

23.

Java Technology.