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# C++ Game Development Primer

Bruce Sutherland

Apress®

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ISBN-13 (pbk): 978-1-4842-0815-1

ISBN-13 (electronic): 978-1-4842-0814-4

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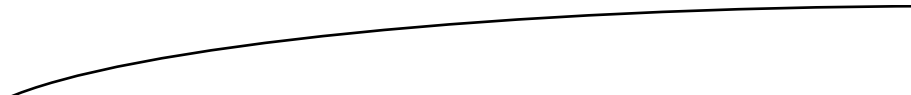
Cover Designer: Anna Ishchenko

Distributed to the book trade worldwide by Springer Science+Business Media New York, 233 Spring Street, 6th Floor, New York, NY 10013. Phone 1-800-SPRINGER, fax (201) 348-4505, e-mail [orders-ny@springer-sbm.com](mailto:orders-ny@springer-sbm.com), or visit [www.springeronline.com](http://www.springeronline.com). Apress Media, LLC is a California LLC and the sole member (owner) is Springer Science + Business Media Finance Inc (SSBM Finance Inc). SSBM Finance Inc is a Delaware corporation.

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# About the Author

**Bruce Sutherland** is a video game developer working at Firemonkey Studios in Melbourne, Australia. He is currently working on iOS and Android titles written in C++ for both platforms. Bruce has worked on Real Racing 3, the Dead Space series, and The Elder Scrolls: Oblivion among others in his nine-year video game development career.

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# About the Technical Reviewer



**Michael Thomas** has worked in software development for more than 20 years as an individual contributor, team lead, program manager, and Vice President of Engineering. Michael has more than 10 years of experience working with mobile devices. His current focus is in the medical sector, using mobile devices to accelerate information transfer between patients and health care providers.



# Acknowledgments

I'd like to thank the team at Apress, especially Melissa Maldonado and Michael Thomas, for all of their help in putting together this book. I'd also like to thank my wife, Claire, for her patience and understanding while I spent much of my time writing video game code, at work and at home.