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DESIGN AND IMPLEMENTATION OF A 3D ACTION PUZZLE GAME



VDM Verlag Aug 2010, 2010. Taschenbuch. Book Condition: Neu. 220x150x5 mm. This item is printed on demand - Print on Demand Neuware - This paper depicts the process of developing a prototype for a 3D computer game and the underlying game engine. It includes in depth information about game design basics as well as detail about the implementation of various game engine features. These features include a physics engine, modern rendering techniques and advanced shadow mapping algorithms. The elaboration of...

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- Authored by Falco Wockenfuß
- Released at 2010



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