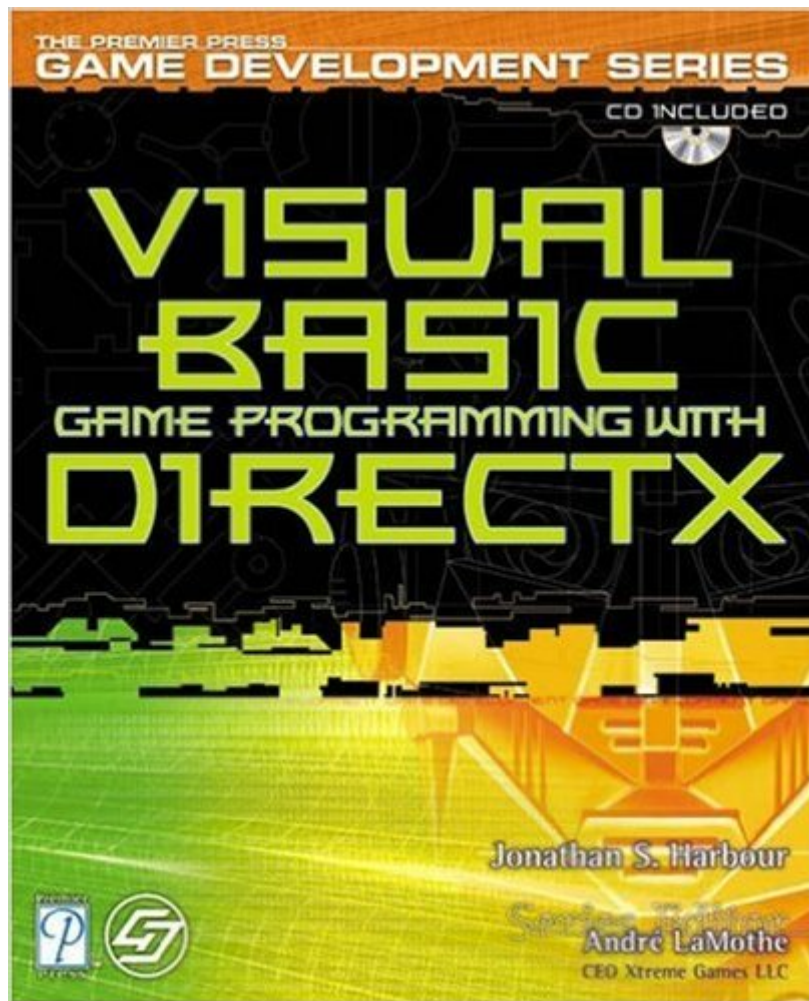


The book was found

Visual Basic Game Programming With DirectX (Premier Press Game Development (Software))



Synopsis

This book dispels the myth that Visual Basic is just too slow to write a decent game, giving readers all of the tricks and techniques that they need to create awesome games using Visual Basic. Offering equal parts theory and hands-on exercises, the chapters in this book begin with a discussion of completing a task using Visual Basic, and then move on to enhancing the code. The final section of the book is devoted to developing complete games, including a 3D arcade game, a multiplayer space combat game, and more. Ideal for readers who are new to game programming or simply new to Visual Basic, this book offers everything readers need to create amazing games by combining the hidden power of Visual Basic with DirectX.

Book Information

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Customer Reviews

As a Visual Basic die-hard, I got very excited about this book when I saw it. The prospect of expanding Visual Basic by using DirectX was just too much to pass on. Unfortunately, the title is a bit deceiving. The author spends the first chapter discussing a history of video and computer games, which is interesting to some, but, in my opinion, out of place in a technical book. The author assumes that you know little or nothing about Visual Basic and walks you through the installation process and provides an overview of the language. This may be useful for some, but I felt that someone who was new to the language would probably not pick up a book on a more advanced topic such as DirectX. After this, the author spends several chapters discussing antiquated graphics

techniques that do not involve DirectX at all. These chapters were the biggest waste of space, in my opinion. I read through them all, thinking that all this information was a prerequisite to DirectX programming, but I was disappointed to learn that this is not the case. The author informs the reader at the end of it all that he is merely presenting a different method to give the reader more options. While I can appreciate the effort to provide multiple solutions to a problem, the book is supposed to be about programming with DirectX. There are a multitude of books out there that will teach you how to use these other graphics techniques, and anyone who was interested in learning these techniques would pick up one of those books. That being said, when the author finally does begin discussing DirectX, the material he provides is a solid introduction to using DirectX with Visual Basic.

Without this book many people would have been deprived of the very powerful graphic and gaming capabilities of VB6. This book also proves convincingly that game development is not exclusive to C or assembly programmers. The sometimes very complex topics are attenuated with the addition of some gaming history and fun personal anecdotes, making these topics more enjoyable and digestible for the reader. The author clearly shows his passion for game development and gaming in general and the desire to share his knowledge to the readers. 2d & 3D Bitmap handling, sprites, vertical scrolling, sound effects, background music, basic AI (Artificial Intelligence), control input, even multiplayer network programming using DirectPlay are covered with detail. My primary interest was to create 2d games using sprites, but soon I realized reading further along the wealth of new and interesting concepts I didn't have an idea existed in the first place. Deep down in more advanced chapters it is apparent that in practice game development is a very complex process. But then again the author effectively provides a means of removing the complexities of DirectX and the Windows Application Programming Interface (API) by devoting an entire chapter for building a solid game library, with a set of classes that make it much easier to code your software. With the addition of several games developed by the author throughout the book, all the concepts are nicely put into practice. Game projects include Block Attack (a classic "Breakout" arcade game), War birds 1944 (a scrolling game), Stellar War (a multiplayer game), and pong 3d (a 3d classic). The book is not intended for inexperienced Visual Basic programmers and its scope is not to teach you the language for gaming purposes.

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