CryENGINE Game Programming with C++, C#, and Lua

Filip Lundgren, Ruan Pearce-Authers

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In Detail

CryENGINE is a complete 3D game development solution that can run on multiple platforms. It is orientated around giving intuitive tools to the developer. A variety of interactive video games can be created using CryENGINE. CryENGINE is one of the most beginner-friendly engines out there to learn. If you are interested in diving into the various systems and understanding their workings in a way that is easily understood, then this book is for you.

This book provides you with the knowledge to tame the powerful but hard-to-master CryENGINE. CryENGINE Game Programming with C++, C#, and Lua dives into the various systems and explains their workings in a way that can be easily understood by developers of all levels. It provides knowledge on the engine along with step-by-step exercises and detailed information on the backend implementation of the subsystems, giving you an excellent foundation to build upon when developing your own CryENGINE games.

Written by developers with years of CryENGINE experience, this book breaks down the common confusion that encompasses the CryENGINE engine code, guiding you through a series of chapters aimed towards giving you the ability to create your own games in a rapid yet productive fashion. You will learn everything you need to know in order to create your own CryENGINE-powered games as well as detailed information on how to use the engine to your advantage. By teaching systems such as audio, particle effects, rendering, AI, networking, and more, we'll be exposing the most inner parts of CryENGINE that commonly confuse programmers. If you want to quickly gain the knowledge required to create your own CryENGINE game title, then this book is for you.

Approach

This book provides you with step-by-step exercises covering the various systems of CryENGINE and comprehensively explains their workings in a way that can be easily understood by readers of any skill level to help you develop your very own CryENGINE games.

Who this book is for

This book is intended for developers looking to harness the power of CryENGINE, providing a good grounding in how to use the engine to its full potential. The book assumes basic knowledge of the engine and its editor in non-programming areas.

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