



Lua Game Development Cookbook (Paperback)

By Mario Kasuba

Packt Publishing Limited, United Kingdom, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.This book is for all programmers and game enthusiasts who want to stop dreaming about creating a game, and actually create one from scratch. The reader should know the basics of programming and using the Lua language. Knowledge of the C/C++ programming language is not necessary, but it s strongly recommended in order to write custom Lua modules extending game engine capabilities or to rewrite parts of the Lua code into a more efficient form. Algebra and matrix operations are required in order to understand advanced topics in Chapter 4, Graphics - Legacy Method with OpenGL 1.x-2.1 and Chapter 5, Graphics - Modern Method with OpenGL 3.0+. Sample demonstrations are coupled with binary libraries for Windows and Linux operating systems for convenience.



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