



Learning C by creating games with UE4

By William Sherif

Packt Publishing - ebooks Account. Paperback. Condition: New. 299 pages. Dimensions: 9.2in. x 7.5in. x 0.8in. Learn C programming with a fun, real-world application that allows you to create your own games! About This Book Be a top programmer by being able to visualize programming concepts; how data is saved in computer memory, and how a program flows Keep track of player inventory, create monsters, and keep those monsters at bay with basic spell casting by using your C programming skills within Unreal Engine 4 Understand the C programming concepts to create your own games Who This Book Is For If you are really passionate about games and have always wanted to write your own, this book is perfect for you. It will help you get started with programming in C and explore the immense functionalities of UE4. In Detail Unreal Engine 4 is used to create top notch, exciting games by AAA studios, and learning to program in C needs some serious motivation. Learning C by Creating Games With UE4 will start with the basics of C: installing a code editor so you can begin to write C code. You will then learn how to write small, self-contained C programs that show you how to...



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