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Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need.

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Game Programming Patterns is a collection of patterns I found in games that make code cleaner, easier to understand, and faster. This is the book I wish I had when I started making games, and now I want you to have it.

Game Programming Patterns

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Robert examines several classic Gang-of-Four design patterns and describes different ways that each pattern can be used to solve specific problems that you often encounter during game programming. Personally, I was already familiar with most of the content in this book but still enjoyed it as a nice summary.

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Based on the author's website, this book focuses on patterns (think 'algorithm' but a little higher, architecturally speaking) for game programming. Covers component design, observer patterns, service locator, and many more. This book can be used to apply to many large projects. It's informal but educational.

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Leigh Tilley - Tactical Development / ActivePivot & MDX ...

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