APPENDIX **E**

Game Programming Resources

IN THIS APPENDIX

- Game Programming and News Sites
- Download Points
- 2D/3D Engines
- Game Programming Books
- Microsoft DirectX Multimedia Exposition
- Usenet Newsgroups
- Keeping Up with the Industry: Blues News
- Game Development Magazines
- *Quake* Stuff
- Free Models and Textures
- Game Web Site Developers

The following information is a potpourri of resources you might find useful in your endeavors as a game programmer.

Game Programming and News Sites

There are hundreds of great game programming sites, so I can't list them all here. These are some of my favorites:

IGN

`http://www.ign.com/`

GameDev.Net

`http://www.gamedev.net/`

FlipCode

`http://www.flipcode.com/`

The Official MAME Page

`http://www.mame.net/`

The Games Domain

`http://www.gamesdomain.com/`

The Coding Nexus

`http://www.gamesdomain.com/gamedev/gprog.html`

The Computer Game Developers' Conference

`http://www.gdconf.com`

The Xtreme Game Developers' Expo

`http://www.xgdx.com`

Download Points

A game programmer needs to have access to cool games, tools, utilities, and stuff like that. Here's a list of places that I like to download from:

eGameZone

`http://www.egamezone.net`

Happy Puppy

`http://www.happypuppy.com`

Game Pen

`http://gamepen.ugo.com/topten.asp`

Adrenaline Vault

`http://www.avault.com/pcrl/`

Download.com

`http://www.download.com/`

CNet

`http://www.cnet.com`

2D/3D Engines

The 3D Engine List is the focal point of all 3D engine development on the Web, containing 3D engines of varying levels of technology. The amazing thing is that many of the authors will let you use their engines for free! Here's the address:

`http://cg.cs.tu-berlin.de/~ki/engines.html`

Here are some additional links to some specific 2D/3D engines that rock!

Genesis 3D Engine

`http://www.genesis3d.com`

SciTech MGL

`http://www.scitechsoft.com`

Lithtech Engine

`http://www.lithtech.com/`

Game Programming Books

There are lots of books on graphics, sound, multimedia, and game development, but buying them all is too expensive. Here are some sites that review game-related books and give you the lowdown:

Games Domain Bookstore

`http://www.gamesdomain.com/gamedev/gdevbook.html`

Premier Publishing Game Development Series

`http://www.premierpressbooks.com/catalog/titlelist.cfm?category=Game%20Development`

Charles River Media Game Development Series

`http://www.charlesriver.com`

Microsoft DirectX Multimedia Exposition

Microsoft undoubtedly has the biggest Web site in the world. There are thousands of pages, sections, FTP sites, and so on. However, the page you should be interested in is the DirectX Multimedia Expo at

`http://www.microsoft.com/windows/directx/default.asp`

On this page you'll find the latest news, along with downloads of the latest versions of DirectX and any patches to previous versions. You could do worse than to take an hour each week and read through this information. It will definitely keep you up to date with the wonderful world of Microsoft and DirectX. And of course, let's not leave out the new Xbox site at

`http://www.xbox.com/`

Usenet Newsgroups

I've never been much into Internet newsgroups because it's such a slow way to communicate (it's almost as bad as reading hard copy). But here are a few newsgroups that might be worth checking out:

- `alt.games`
- `rec.games.programmer`
- `comp.graphics.algorithms`
- `comp.graphics.animation`
- `comp.ai.games`

If you've never read a newsgroup before, read on … You'll need a newsreader that can download the information and allow you to read the message threads. Most Web browsers, such as Netscape Navigator and Internet Explorer, have a built-in newsreader. Just read the Help files and figure out how to set up your browser to read newsgroups. Then log on to any of the newsgroups, such as `alt.games`, download all the messages, and start reading!

Keeping Up with the Industry: Blues News

About 99.9% of the Internet is a complete waste of bandwidth. It's mostly a bunch of people babbling back and forth and communicating flights of fantasy. But there are a couple of places that aren't a total waste of your time. One of them, Blues News, is basically a place where various industry icons and poseurs post their thoughts of the day. Just log on to `http://www.bluesnews.com` and check out what's happening on a daily basis.

Game Development Magazines

To my knowledge, there is only one game development magazine in the English language. *Game Developer* is published monthly and contains articles on game programming, art, 3D modeling, market trends, and more. Its Web site is located at `http://www.gdmag.com`.

Quake Stuff

Everything you ever wanted to know about *Quake* is here:

`http://www.planetquake.com/`

Free Models and Textures

This is a great site to get free models, textures, and other assorted game programming media:

`http://www.3dcafe.com/asp/default.asp`

Game Web Site Developers

The last thing that you might think of when you're creating a game is its Web site! If you're trying to sell a game yourself as shareware, having a mini-site that shows off the game is very important. You might know how to use FrontPage or the simple Web editor in Netscape, but if you want a really cool Web site to show off your game and make it look larger than life, you should have it done professionally. I have seen so many really good games that have a horrible Web presence.

The company I use is the Belm Design Group. They can help you make a site for your game, usually from $500–$3,000. Contact them at `http://www.belmdesigngroup.com`.

And last but not least, here's my email address once more:

`CEO@xgames3d.com`