2D Game Collision Detection: An introduction to clashing geometry in games

By Thomas Schwarzl
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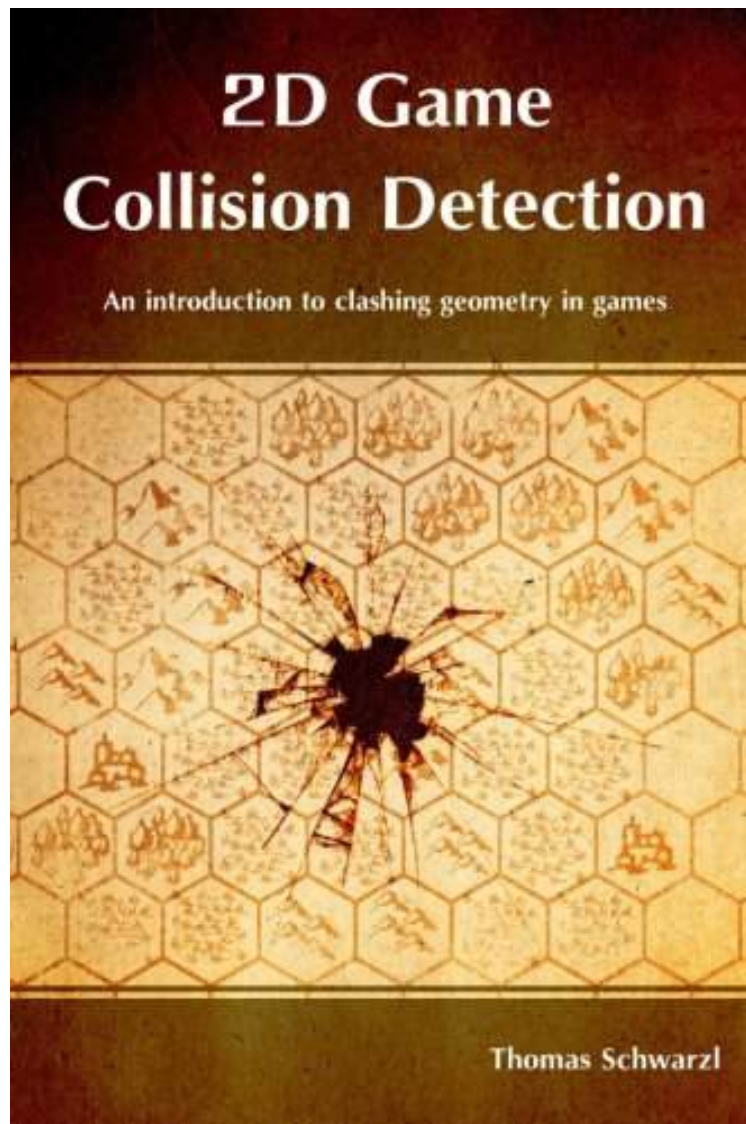| | File size: 41.Mb

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Collision Detection: An introduction to clashing geometry in games:

7 of 7 review helpful Good but falls short By Manuel Alejandro Cer oacute n Estrada This books explains well part of the problem of collision detection in games which is checking if two objects intersect with each other However it has nothing about the other half of the problem resolving the collisions That means that unless your game is very simple and by simple I mean simpler than Breakout Arkanoid you will need a Are You Wondering How 2D Collision Detection In Video Games Works Learn how to determine shot impacts find out which enemies are covered by lines of sight recognize collisions of race cars or simply check if the mouse cursor floats above a button This Book Is Designed For Game Developers Who Want To Implement Fast And Efficient 2D Collision Detection The only prerequisite you need is basic knowledge in procedural programming About the Author Thomas Schwarzl is a professional developer game designer and humble digital artist Since 2001 he works in several game development areas like programming game design 2D graphics and 3D modeling But by far his favorite occupation is cranki

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