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LUA GAME DEVELOPMENT COOKBOOK (PAPERBACK)



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 is strongly recommended in order to write custom Lua modules extending game engine...

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- Authored by Mario Kasuba
- Released at 2015



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Reviews

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