



User Interface Programming for Games

Luis Sempé

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The user interface is the bridge between players and the game universe, it is the bidirectional flow of information from realtime simulation systems to the player's mind.

As games have evolved, so has the need to develop intuitive, responsive and visually stunning ways for the player to interact with the game universe.

User Interface Programming for Games aims to give programmers the core knowledge behind modern user interface development, provide useful techniques and recipes for well known user interface elements and insights into many of the different areas in which user interface programmers ultimately venture in the development cycle of a game.

The best tool programmers can have at their disposal is a solid understanding of the mathematics and graphics programming concepts that are the foundation under any user interface system, this book explains it in a way that is relevant to user interface and game programmers alike.

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