

## **COURSE LITERATURE**

# **Game engine architecture 15 credits S0011E**

## **Datorspelsmotorers arkitektur**

**Course literature admitted: Spring 2022 Sp 3 - Present**

**DECISION DATE  
2021-02-16**

Title: Game Engine Architecture Author: Jason Gregory, ISBN: 9781138035454

Title: Programming Game AI by example Author: Mat Buckland, ISBN: 1-55622-078-2

Reference litterature:

Title: Data oriented design Author: Richard Fabian, ISBN: 9781916478701

## **Examiner**

Patrik Holmlund