

LITTERATURLISTA

Datorspelsmotorers arkitektur 15 högskolepoäng S0011E

Game engine architecture

Litteraturlista antagna: Vår 2022 Lp 3 - Tills vidare

**BESLUTSDATUM
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

Referenslitteratur:

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

Examinator

Patrik Holmlund