

## COURSE LITERATURE

# Game Physics and Research Fundamentals 15 credits S0013E

**Programmering av datorspelsfysik och grundläggande  
forskningsmetodik**

**Course literature admitted: Autumn 2022 Sp 1 - Present**

DECISION DATE  
**2022-02-14**

Title: Game Physics Engine Development  
Author: Ian Millington  
ISBN: 9780123694713

Reference literature:

Title: Real Time Collision Detection  
Author: Christer Ericson  
ISBN: 9781558607323

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

## Examiner

Patrik Holmlund