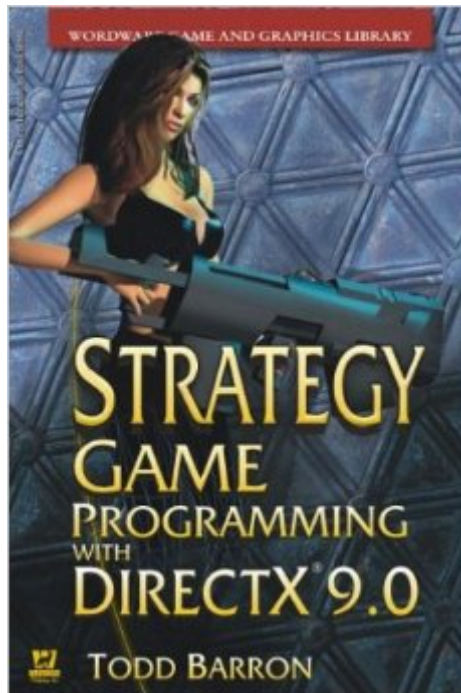


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# Strategy Game Programming With DirectX 9 (Wordware Game And Graphics Library)



## Synopsis

This book gives hobbyists and professional programmers the knowledge necessary to create a real time strategy game of their own.

## Book Information

Series: Wordware Game and Graphics Library

Paperback: 538 pages

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Average Customer Review: 3.0 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #3,389,422 in Books (See Top 100 in Books) #54 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #2189 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #3064 in [Books > Computers & Technology > Games & Strategy Guides > Strategy Guides](#)

## Customer Reviews

To sum this book up in one thought: Based upon the information in the book, I have serious doubts that the author has ever written a strategy game. The book info reads: "Text covers everything needed to create a strategy game using C++ and DirectX 9.0," and the description tells us "Strategy Game Programming with DirectX 9.0 covers everything necessary for you to create a strategy game using C++ and DirectX 9.0." This is simply not true. While this book covers many subjects, it only barely touches upon any important aspects of strategy game (either real-time or turn-based) programming. I was appalled at the absence of information on selection boxes and "picking" units, specifically (and absolutely) necessary for RTS game programming! The main faults with the book are poor organization, absence of essential information for creating a working strategy game, and lack of topic depth where it's needed most. The majority of the book is not relevant to the subject of the book (programming strategy games with DirectX 9.0), and is already covered by books particular to those subjects. Also, while there are code samples, none of them culminate into a working sample of a strategy game (although the map editor is commendable). Finally, at the listing price of \$60 US, the book is simply not worth the money - in fact, I purchased the book used on for

about \$25, and it's not worth even \$25! (...except maybe as a lesson in how not to write a book on programming strategy games.) If you are looking to learn to creating strategy games, DO NOT BUY THIS BOOK! Spend your money on a different book. I seriously do not see how other reviewers could have given this book a high rating, but everyone is entitled to an opinion.

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