Infinite Game Universe: Mathematical Techniques (Advances in Computer Graphics and Game Development)

Guy W. Lecky-Thompson

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A working level of mathematics is necessary for advanced game development, and this unique reference provides the concepts and insights needed to master this challenging material. Covering the topics of random number generation, number predictability, probability, and fractal generation, various possibilities are explored and outlined with the goal of creating an "infinite game universe." This upper-level reference guide will provide programmers with the cutting-edge tips, techniques, and reference materials they can use to create an exciting gaming environment. All of the algorithms and source code are included on the CD in C++ for optimization and manipulation.

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