

Online Library Game Engine  
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## ***Game Engine Design and Implementation***

### ***Game Engine Design and Implementation: Episode 1 - Intro***

The introduction to this series and a discussion on what overall features we

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want to see in the **engine**. Introduction:

1) go over my ...

## ***Game Engine Design and Implementation: Episode 2 -***

***Memory Manager Design*** We begin designing our first system, the heap memory manager. We first discuss the reason why we need a memory manager at ...

***Game Engine API Design*** Recent C++ standards have given us amazing tools for building easy to use and intuitive APIs. Despite this, C++ is still considered ...

## ***Code-It-Yourself! 3D Graphics Engine Part #1 - Triangles &***

***Projection*** This video is part #1 of a new series where I construct a 3D graphics **engine** from scratch. I start at the beginning, setting up the ...

## ***Game Engine Design and Implementation: Episode 13 -***

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## **Implementing New Memory Blocks**

In this episode we write the functions needed across the memory classes that allow us to add a single memory block to a memory ...

**Write a Game Engine? - WHY and HOW.** Should you write your own **game engine**? And how do you even write one? I never quite understood why some game developers ...

**3. Game Engines** MIT CMS.611J  
Creating Video **Games**, Fall 2014 View  
the complete course:  
<http://ocw.mit.edu/CMS-611JF14>  
Instructor: Philip Tan ...

**Game Engine Design and  
Implementation: Episode 10 -  
Linking Multiple Memory Pools** We  
enhance our memory pool class by  
setting up linked lists, allowing us to  
have multiple named memory pools,  
which we can ...

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**How Game Engines Work!** Disclaimer:  
This is intended for people who aren't  
entirely sure what a "**game engine**" is. I  
have more in-depth programming ...

**Rendering Architecture | Game  
Engine series** Patreon ►

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**Game Engine Design and  
Implementation: Episode 14 -  
Abstracting the Linked List  
Functions**

We take the linked list add  
and delete parts of the code, abstract  
them out such that we can use them for  
both the Memory Pool ...

**Game Engine Design and  
Implementation: Episode 3 -  
Windows Skeleton (Part 1)**

We finally  
get to do some actual coding! We set up  
our new project (and go over a couple of  
compiler settings). We then add our ...

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## **Game Engine Design and Implementation: Episode 4 -**

**Windows Skeleton (Part 2)** In which we go over a few options regarding globally accessible class instances, and come up with a final decision on how we will ...

## **Entity Component System Overview in 7 Minutes**

A discussion of the fundamentals and **implementation** of entity-component-system architecture, and how it might impact your ...

## **Multithreading the Entire Destiny Engine**

In this 2015 GDC Talk, Bungie's Barry Genova explains how Bungie turned almost every part of Destiny's **engine** into a a job ...

## **#32 3D Game Engine Tutorial:**

**Engine Architecture** In this video, we **design** an architecture for our engine that will improve the **game development** experience.

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## **Game Engine Design and Implementation: Episode 6 - A discussion of dynamic memory and pointers**

In which we add a few more delete function overrides for the benefit of C++14. We then spend some time talking about dynamic ...

**Best Free Game Engines** Free game engines - the most affordable way to make video games! In this video we will review the six best game engines that ...

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