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components of a game engine, audio and sound systems, file and resource management, graphics and optimization techniques, scripting and physics, and much more.

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rendering features  
using the Vulkan API.  
The Vulkan engine is  
built upon the OpenGL  
engine "Oreon Engine"  
developed in a  
previous work and  
used in the research  
elaboration "Realtime  
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language that is able to compile various languages such as C++, Actionscript 3.0, PHP, HTML5 and Javascript. The design and implementation of the game engine are described, as well as the performance results of a sample application built using the IsoMob isometric game engine.

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And  
performance gains.

## Implementation

### **What is Data- Oriented Game Engine Design?**

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By “engine  
architecture”, I mean  
the set of modules that  
make up the game  
engine, the  
dependencies between  
those modules, and the  
API for interacting with

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each module. This is an iterative approach because it focuses on smaller deliverables. It works well when writing a game engine because, at each step along the way, you have a running ...

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Game Programming Patterns is a collection of patterns I found in games that make code

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cleaner, easier to understand, and faster. This is the book I wish I had when I started making games, and now I want you to have it.

## **Game Programming Patterns**

This elaboration deals with the design and implementation of a graphic engine along with state-of-the-art rendering features using the Vulkan API.

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The Vulkan engine is built upon the OpenGL engine "Oreon Engine" developed in a previous work and used in the research elaboration "Realtime GPGPU FFT Ocean Water Simulation".

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that proposes a  
different mindset to  
the more traditional  
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new 3D game engine  
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## **A New 3D Game Engine That Means Business**

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Forest

But it seems strange for a book titled “Game Engine Design and Implementation” to use an off-the-shelf library and not code the, erm, implementation themselves. The book follows up with coverage of Bullet physics and ends with a brief overview of DX Studio, which is an all-in-one game engine solution.

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These, and other important engine related questions, are explored and discussed in this book. In clear and concise language, this book examines through examples and exercises both the design and...

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