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# Game Programming Patterns By Robert Nystrom

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May 16th, 2020 - i ve been programming in the games industry first at indie scale and now at aaa and i use almost all of the patterns described in the book in some way this is an invaluable resource for people to learn not only the sorts of programming patterns used in games but also the sorts of problems that game developers are challenged to solve"**github munificent game programming patterns source repo**

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May 21st, 2020 - game programming patterns is a pretty good introduction to some mon techniques used in game development if you are new to the industry it is well worth a look anybody with a game under their belt already will likely be familiar with the majority of problems and solutions and will likely only find a few new ideas to use in their work'

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