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best, so I strongly recommend them.

*Books I had to read to develop a game engine  
- Harold Serrano*

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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You may have heard of data-oriented game engine design, a relatively new concept that proposes a different mindset to the more traditional object-oriented design. In this article, I'll explain what DOD is all about, and why some game engine developers feel it could be the ticket for spectacular performance gains.

*What is Data-Oriented Game Engine Design?*

Vzávěru práce bude popsána realizace praktické části. The thesis is about design and implementation of a game engine which it will be possible to create 2D games. In the

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introductory part will be introduced thegaming industry, theoreticaldescription of the gaming engine and list of existing game engines used today's.

*Design and implementation of 2D game engine - CORE*

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