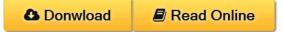# Game Programming Using Qt: Beginner's Guide

By Witold Wysota, Lorenz Haas

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets

About This Book

- Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt
- Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games
- Learn Qt with the help of many sample games introduced step-by-step in each chapter

Who This Book Is For

If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory.

What You Will Learn

- Install Qt on your system
- Understand the basic concepts of every Qt game and application
- Develop 2D object-oriented graphics using Qt Graphics View
- Build multiplayer games or add a chat function to your games with Qt's Network module
- Script your game with Qt Script
- Program resolution-independent and fluid UI using QML and Qt Quick
- Control your game flow as per the sensors of a mobile device
- See how to test and debug your game easily with Qt Creator and Qt Test

In Detail

Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build

fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file.

The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have.

Style and approach

This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

Game Programming Using Qt: Beginner's Guide

By Witold Wysota, Lorenz Haas

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets

About This Book

- Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt
- Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games
- Learn Qt with the help of many sample games introduced step-by-step in each chapter

Who This Book Is For

If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory.

What You Will Learn

- Install Qt on your system
- Understand the basic concepts of every Qt game and application
- Develop 2D object-oriented graphics using Qt Graphics View
- Build multiplayer games or add a chat function to your games with Qt's Network module
- Script your game with Qt Script
- Program resolution-independent and fluid UI using QML and Qt Quick
- Control your game flow as per the sensors of a mobile device
- See how to test and debug your game easily with Qt Creator and Qt Test

In Detail

Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file.

The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn

to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have.

Style and approach

This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas Bibliography

- Sales Rank: #880431 in eBooks
- Published on: 2016-01-29
- Released on: 2016-01-29
- Format: Kindle eBook

Editorial Review

About the Author

Witold Wysota

Witold Wysota is a software architect and developer living in Poland. He started his adventure with Qt in 2004 when he joined QtForum.org and started answering questions about programming with Qt. Shortly afterwards, he became part of the moderator group of the forum. In 2006, together with the moderator team, he established QtCentre.org, which quickly became the largest community-driven support site devoted to Qt. For a number of years, he conducted commercial, academic, and public trainings and workshops and has been giving lectures on Qt, Qt Quick, and related technologies. He is a certified Qt developer and was a member of Qt Education Advisory Board with Nokia, where he helped prepare materials in order to use Qt in educational activities. Witold was also a technical reviewer for Foundations of Qt Development, Johan Thelin, Apress Publishing, a book about Qt 4, and an author of a couple of articles on programming with Qt. In real life, he is a passionate adept of Seven Star Praying Mantis, a traditional style of Chinese martial arts.

Lorenz Haas

Lorenz Haas is a passionate programmer who started his Qt career with Qt 3. Thrilled by Qt's great community, especially the one at QtCentre.org, he immersed himself in this framework, became one of the first certified Qt developers and specialists, and turned his love for Qt into his profession. Lorenz is now working at a medium-sized IT company based in Erlangen, Germany, as a lead software architect. He mainly develops machine controls and their user interfaces as well as general solutions for the industry sector. Additionally, he runs his own small consultancy and programming business called Histomatics (http://www.histomatics.de). A few years ago, he started contributing to Qt Creator. He added a couple of refactoring options that you probably rely on a regular basis if you use Qt Creator. He is also the author of the Beautifier plugin.

Users Review

From reader reviews:

Judy Chisolm:

What do you think about book? It is just for students because they are still students or the idea for all people in the world, the particular best subject for that? Simply you can be answered for that question above. Every person has diverse personality and hobby per other. Don't to be obligated someone or something that they don't need do that. You must know how great and important the book Game Programming Using Qt: Beginner's Guide. All type of book can you see on many resources. You can look for the internet sources or other social media.

Grace Robinson:

The feeling that you get from Game Programming Using Qt: Beginner's Guide will be the more deep you excavating the information that hide within the words the more you get considering reading it. It does not mean that this book is hard to comprehend but Game Programming Using Qt: Beginner's Guide giving you excitement feeling of reading. The article writer conveys their point in particular way that can be understood by means of anyone who read this because the author of this guide is well-known enough. This book also makes your own personal vocabulary increase well. Therefore it is easy to understand then can go together with you, both in printed or e-book style are available. We highly recommend you for having that Game Programming Using Qt: Beginner's Guide instantly.

Lewis Shafer:

Game Programming Using Qt: Beginner's Guide can be one of your basic books that are good idea. We recommend that straight away because this guide has good vocabulary that may increase your knowledge in vocab, easy to understand, bit entertaining however delivering the information. The copy writer giving his/her effort to place every word into pleasure arrangement in writing Game Programming Using Qt: Beginner's Guide nevertheless doesn't forget the main stage, giving the reader the hottest as well as based confirm resource information that maybe you can be one of it. This great information can drawn you into brand new stage of crucial contemplating.

Desiree Grajeda:

Your reading 6th sense will not betray you, why because this Game Programming Using Qt: Beginner's Guide publication written by well-known writer who knows well how to make book which might be understand by anyone who read the book. Written within good manner for you, still dripping wet every ideas and producing skill only for eliminate your hunger then you still hesitation Game Programming Using Qt: Beginner's Guide as good book not simply by the cover but also by the content. This is one reserve that can break don't ascertain book by its deal with, so do you still needing an additional sixth sense to pick this kind of!? Oh come on your reading through sixth sense already said so why you have to listening to another sixth sense.

Download and Read Online Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas #UVZS6EHLBO8

Read Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas for online ebook

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas books to read online.

Online Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas ebook PDF download

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas Doc

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas Mobipocket

Game Programming Using Qt: Beginner's Guide By Witold Wysota, Lorenz Haas EPub