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*Game Engine Architecture, Second Edition | Jason Gregory ...*

I'm wrapping up work on the 2nd Edition of Game Engine Architecture. This edition addresses all of the errata and suggestions sent to me by my loyal readers. :) I've also updated several key sections including Unicode, C++11, game console architecture (adding coverage of PS4 and Xbox One), and more.

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the Unity game engine.... tion is that the activities of learning and mastering are at the heart of what we.

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