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With the right tutorials and a little understanding of programming, you can build these little games in a day. Throughout the process, you'll start learning your way around the editor, discovering new components, and realizing how little code is required (and you'll pick up a little C# along the way).

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Many more game engines, frameworks, and tools exist in the world. The above list is intended to provide you with a starting point. Look through the list and find a tool that fits your skillset. We recommend that as you learn more in your game development journey that you try different game engines and frameworks.

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C++ is a general purpose programming language, it can be very difficult and tedious to learn, that is why we will learn it through game development! We will learn the most important aspects of C++ programming and once we're comfortable enough we will dig deeper and create a snake game using only the power of C++.

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Why Learn C++? 40 years ago, a Ph.D. student by the name of Bjarne Stroustrup tinkered around with the C programming language, which was and still is a language well-respected for its flexibility and low-level functionality.

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It powers game engines like Core3D, Cocos2D and enables C developers to develop their games in an OOP style. Although not suitable for the most futuristic games, Objective C is a pretty viable choice if you want to get your hands dirty with an easy-to-grasp game design programming language.

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Using Objective-C and the Xcode IDE, you can produce awesome games and launch them on the Apple Store allowing you to make and sell games quickly and easily. From learning the basics of Objective-C to deploying to the App Store, you'll use this book to learn about game development in a matter-of-fact, helpful manner.

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