

Start Your Engines: Developing Driving and Racing Games

By Jim Parker

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Start Your Engines: Developing Driving and Racing Games By Jim Parker

Start Your Engines: Developing Driving and Racing Games is a unique book that will teach readers everything they need to set up different types of road conditions, create opponents, set up road hazards, generate weather conditions, manage collisions, and much more. Not only will readers end up with the knowledge and tools they need to create driving and racing games, they get a full-featured, playable racing game that they can expand and customize with the skills learned in the book. The book shows readers how to develop live-action, interactive racing games with a unique three-tiered approach. Readers will start off by learning how to build a model for a racing game and then apply the physics to create a simple 2D (flat) game while learning how to create a variety of vehicles, race opponents, and terrain. In tier two, readers learn how to go from 2D to 3D with the same game concepts illustrating how to take the same basic idea for a game (and gameplay) and use modeling tips and tricks to begin customizing features. In the final tier, the author takes the concepts of 3D driving games to Mars with data modeled from real Mars terrain. Readers will create a dune buggy race on the planet of Mars and learn to create cool racing action at a bizarre and treacherous location.

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Editorial Review

From the Publisher
Driving and racing games are the most popular styles of games, and this book is the first hands-on programming guide that shows how to build and customize them. In Start Your Engines: Developing Driving and Racing Games, readers will learn all of the secrets and programming techniques for developing the most popular style of computer games. The book features the graphics, physics, AI, user interface, and 3D techniques used to create driving and racing games--from road conditions to collisions. Everything is presented in a unique step-by-step, hands-on, and construction-kit approach. Readers will actually be able to create games that they can play for hours of enjoyment.

From the Author
• Features tips and techniques from leading 3D game developers to create challenging driving and racing models. • Includes complete driving and racing game engine that is customizable. • Features a website that includes all the code and tools needed to create custom racing games. • Shows how to develop games that utilize varying driving conditions and challenging terrains. • Presents a full-featured dune buggy racing game that takes place on the unique terrain of Mars, with all the physics and AI background presented in an interactive, step-by-step learning format. • Provides a game engine and coding examples that are written in C++. • Shows the reader how to modify the game engine and tools presented.

About the Author
Dr. Jim Parker (Alberta, Canada), an expert on driving and racing games, has been an educator, programmer, and game designer for many years. In 2000 he pioneered Canada’s first curriculum to train and educate aspiring game developers at the University of Calgary, in conjunction with Radical Entertainment of Vancouver. His course in Computer Game Programming at the University of Calgary always contains a driving game as the project for the class. He is a firm believer in the democratization of game creation, and this book is but one step in that process – teaching others that they, too, can make a game that someone will want to play. Dr. Parker lives with his family on a farm near Cochrane, Alberta.

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Fred Martinez:

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