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Here, I touch on a few
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They often share the same basic physics and tangibility of our universe. This is why they can feel real despite being crafted of mere bits ...

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update simultaneously.

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Nystrom starts by
revisiting the classic

design patterns

popularized by the

seminal book by the

“gang of four” in 1994.

Surprisingly, 20 years

later a lot of those ideas

still hold up. Next he

moves onto more game

specific topics like

double buffering (not

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just for graphics), a
game loop, and updating
objects.

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a global point of access
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implements it.

Motivation. Some objects or systems in a game tend to get around, visiting almost every corner of the codebase. It's hard to find a part of the game that won't need a memory allocator, logging, or random numbers at some point ...

Service Locator ·

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