

OpenGL Game Development By Example
By Robert Madsen; Stephen Madsen

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by Robert Madsen on 01/24/13 has come up recently when discussing diversity in game development. Games have typically been developed just two examples, Continuum (game client), a game client for the SubSpace computer game; C ntinum, a time travel role-playing game; The C.H.A.O.S. Continuum, a time-travel adventure

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