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game development. It begins with a
brief history of Lua and explains
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project. It details the key features
and advantages of Lua and then
takes you through the development
of a "rapid prototype" game called
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Series ... Game Development with
Lua. Schuytema, P. and Manyen, M.
Game Development with Lua.
Charles River Media, 2005. ISBN 13:
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language effectively. The book focuses heavily on embedding Lua into a C/C++ game engine, with the goal of being able to rapidly

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which to explore the foundational C++ approaches and the Lua scripting approaches to saving and loading game data, building a modular and flexible GUI system, managing a game's real-time events through Lua scripts, and using Lua to define Game Development With Lua Charles River Media Game

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