Mindluster Platform

About the course C Game Development

C++ is an excellent programming language for game development. Its low-level language components give you the freedom to manipulate hardware and ensure a highly responsive gaming experience. While higher-level languages are faster to write in, they don't give you the flexibility and performance that C++ provides .

Programming Category's Courses

Course Lesson(62)

Lesson 1 : **C Game Development 2 | State RPG 01 | Introduction new project and variables**

Lesson 2 : **Linux and Code Blocks compile insctructions makefile and commands**

Lesson 3 : **C Game Development 2 | State RPG 02 | Game loop input from keyboard quitting**

Lesson 4 : **C Game Development 2 | State RPG 03 | Making the menu functions and switch case**

Lesson 5 : **C Game Development 2 | State RPG 04 | Making the GAME class**

Lesson 6 : **C Game Development 2 | State RPG 05 | The State class Abstract class**

Lesson 7 : **C Game Development 2 | State RPG 06 | The Character class Stats and attributes**

Lesson 8 : **C Game Development 2 | State RPG 07 | Working on character class stats and menu**

Lesson 9 : **C Game Development 2 | State RPG 08 | Leveling up algorithm and fixing with the menu**

Lesson 10 : **C Game Development 2 | State RPG 09 | Game State class First use of states**

Lesson 11 : **C Game Development 2 | State RPG 10 | Main Menu state Start menu and more**

Lesson 12 : **C Game Development 2 | State RPG 11 | Character Creator state and more**

Lesson 13 : **C Game Development 2 | State RPG 12 | Character Menu state Stats Level up and more**

Lesson 14 :
C Game Development 2 | State RPG 13 | Fixing Input and handling faulty values No crashing

Lesson 15 :
C Game Development 2 | State RPG 14 | List of characters and prep for character selector

Lesson 16 : **C Game Development 2 | State RPG 15 | Character selector state**

Lesson 17 : **C Game Development 2 | State RPG 16 | Fixes to menus and the selector state**

Lesson 18 : **C Game Development 2 | State RPG 17 | Travel state and changes to Character**

Lesson 19 : **C Game Development 2 | State RPG 18 | Procedural world in travel menu**

Lesson 20 : **C Game Development 2 | State RPG 19 | Enemy class and general fixes**

Lesson 21 : **C Game Development 2 | State RPG 20 | Minimap**

Lesson 22 : **C Game Development 2 | State RPG 21 | Combat state beginnings**

Lesson 23 : **C Game Development 2 | State RPG 22 | Combat coming along**

Lesson 24 : **C Game Development 2 | State RPG 23 | Combat state attacking and defending**

Lesson 25 : **C Game Development 2 | State RPG 24 | Combat state polishing Soon done**

Lesson 26 : **C Game Development 2 | State RPG 25 | Combat with turns**

Lesson 27 : **C Game Development 2 | State RPG 26 | Creating the Combat state class and polish**

Lesson 28 : **C Game Development 2 | State RPG 27 | Using the Combat state**

Lesson 29 : **C Game Development 2 | State RPG 28 | Enemy encounters in travel**

Lesson 30 : **C Game Development 2 | State RPG 29 | Travel state and combat continued**

Lesson 31 : **C Game Development 2 | State RPG 30 | Inventory Item class LOOT**

Lesson 32 : **C Game Development 2 | State RPG 31 | Inventory class PART 1**

Lesson 33 : **C Game Development 2 | State RPG 32 | Inventory class PART 2**

Lesson 34 : **C Game Development 2 | State RPG 33 | Inventory PART 3**

Lesson 35 : **C Game Development 2 | State RPG 34 | Inventory PART 4**

Lesson 36 : **C Game Development 2 | State RPG 35 | Item class and fixes**

Lesson 37 : **C Game Development 2 | State RPG 36 | Testing Items and Inventory**

Lesson 38 : **C Game Development 2 | State RPG 37 | Updating menu designs**

Lesson 39 : **C Game Development 2 | State RPG 38 | More menu improvements**

Lesson 40 : **C Game Development 2 | State RPG 39 | Important fixes gui and our own namespace**

Lesson 41 : **C Game Development 2 | State RPG 40 | Fixing character and assigning statpoints**

Lesson 42 : **C Game Development 2 | State RPG 41 | Assigning statpoints**

Lesson 43 : **C Game Development 2 | State RPG 42 | Finalizing the statpoints state**

Lesson 44 : **C Game Development 2 | State RPG 43 | Weapon class and balancing combat**

Lesson 45 : **C Game Development 2 | State RPG 44 | Working on weapon class and fixes**

Lesson 46 : **C Game Development 2 | State RPG 45 | Using a weapon in combat**

Lesson 47 : **C Game Development 2 | State RPG 46 | Workin on Character and TravelMenuState**

Lesson 48 :
C Game Development 2 | State RPG 47 | Making Item pure virtual working on the inventory

Lesson 49 :
C Game Development 2 | State RPG 48 | Making the inventory look good Also getting it to work

Lesson 50 : **C Game Development 2 | State RPG 49 | Inventory menu state**

Lesson 51 :
C Game Development 2 | State RPG 50 | For Linux and Code Blocks users and other IDE s

Lesson 52 : **C Game Development 2 | State RPG 51 | Switching weapons from inventory**

Lesson 53 : **C Game Development 2 | State RPG 52 | Armor class**

Lesson 54 : **C Game Development 2 | State RPG 53 | Adding armors to the character**

Lesson 55 : **C Game Development 2 | State RPG 53 | Adding armors to the character**

Lesson 56 : **C Game Development 2 | State RPG 54 | Armors can be equipped properly**

Lesson 57 : **C Game Development 2 | State RPG 55 | Making the item output look good**

Lesson 58 : **C Game Development 2 | State RPG 56 | Getting defence to work in combat**

Lesson 59 : **C Game Development 2 | State RPG 57 | Item drops**

Lesson 60 : **C Game Development 2 | State RPG 58 | Item randomization and generation**

Lesson 61 : **C Game Development 2 | State RPG 59 | Flasks to restore HP**

Lesson 62 : **C Game Development 2 | State RPG 60 | Using flasks in combat and upgrading them**

Related courses

React Projects Workshops

Node js back end JavaScript

Python programming language

Social Network Theme UI With Sass

Full Stack React Django

Build a Node js App With Sequelize

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