



# Programacion de videojuegos con SDL: Para Linux, Windows y MacOS X (Spanish Edition)

*Alberto Garcia Serrano*

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Aprende paso a paso a utilizar SDL (Simple Directmedia Layer) para programar videojuegos en C++ para Windows, Linux, MacOS, etc... Capítulo a capítulo irás creando un videojuego completo. SDL es una librería multiplataforma diseñada para proporcionar acceso al teclado, ratón, joystick, hardware 3D vía OpenGL y vídeo 2D. SDL te permitirá crear videojuegos 2D y 3D de forma sencilla accediendo a toda la potencia de la máquina.

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