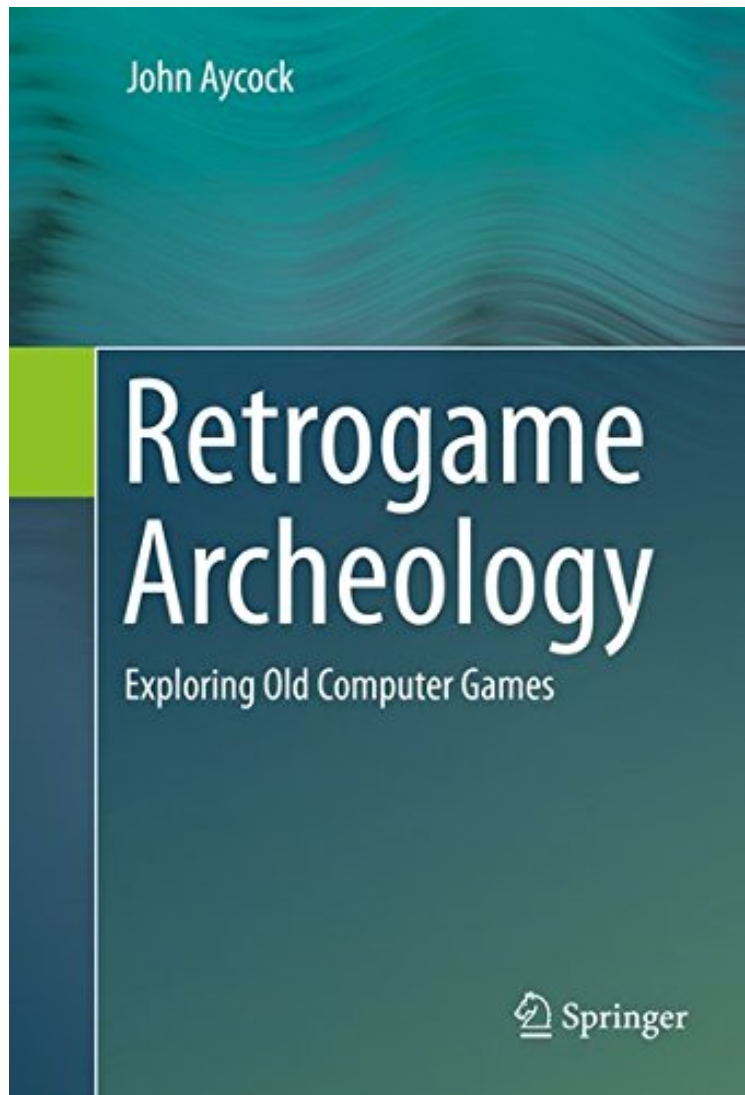


(Ebook free) Retrogame Archeology: Exploring Old Computer Games

Retrogame Archeology: Exploring Old Computer Games

John Aycock

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0 of 0 people found the following review helpful. Old School C.S. for the Win!By Kindle CustomerExcellent addition for anyone studying Computer Science, in both hardware and software senses of the course.0 of 0 people found the following review helpful. Fun, geeky nostalgia tripBy Mark DalrympleI had a huge amount of fun with this book. These were the games I grew up with, and it was fascinating seeing the sophisticated technology that went in to making the tiny little machines of the day jump through those hoops.

Drawing on extensive research, this book explores the techniques that old computer games used to run on tightly-constrained platforms. Retrogame developers faced incredible challenges of limited space, computing power, rudimentary tools, and the lack of homogeneous environments. Using examples from over 100 retrogames, this book examines the clever implementation tricks that game designers employed to make their creations possible, documenting these techniques that are being lost. However, these retrogame techniques have modern analogues and applications in general computer systems, not just games, and this book makes these contemporary connections. It also uses retrogames' implementation to introduce a wide variety of topics in computer systems including memory management, interpretation, data compression, procedural content generation, and software protection. *Retrogame Archeology* targets professionals and advanced-level students in computer science, engineering, and mathematics but would also be of interest to retrogame enthusiasts, computer historians, and game studies researchers in the humanities.

The author does a pretty good job of taking a look at this most interesting field that many users, gamers, and programmers can identify with. The book can be of interest also to nonprogrammers, retrogame enthusiasts, historians and researchers, and even just to readers who can recall games from their childhood and develop nostalgia just by reading it. With the use of graphs, tables, figures, and screen captures, the world of retrogames is brought to life. (Cecilia G. Manrique, *Computing s*, computingreviews.com, October, 2016)