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This is not a how to guide and it is also not a deep academic dive into the low levels of game engine architecture. Instead it fits into its own category, it is really a book designed to get experienced programmers into the game industry. It covers almost everything you will encounter in just enough detail to get you up to speed.

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This book is a great overview of all components of a game engine - not just the commonly over analysed rendering aspect - and how they all fit together. As an wannabe indie developer, who hasn't had the experience of a professional game company, it's great to read insights into the naughty dog internal engine and other professional engines.

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