



Introduction to Game Physics with Box2D

Ian Parberry

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Written by a pioneer of game development in academia, **Introduction to Game Physics with Box2D** covers the theory and practice of 2D game physics in a relaxed and entertaining yet instructional style. It offers a cohesive treatment of the topics and code involved in programming the physics for 2D video games.

Focusing on writing elementary game physics code, the first half of the book helps you grasp the challenges of programming game physics from scratch, without libraries or outside help. It examines the mathematical foundation of game physics and illustrates how it is applied in practice through coding examples. The second half of the book shows you how to use Box2D, a popular open source 2D game physics engine. A companion website provides supplementary material, including source code and videos.

This book helps you become a capable 2D game physics programmer through its presentation of both the theory and applications of 2D game physics. After reading the book and experimenting with the code samples, you will understand the basics of 2D game physics and know how to use Box2D to make a 2D physics-based game.

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