

## GAME PROGRAMMING



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### **Game programming Wikipedia**

Game programming, a subset of game development, is the software development of video games. Game programming requires substantial skill in software engineering as well as specialization in one or more of the following areas, which overlap heavily to create a game: simulation, computer graphics, artificial intelligence, physics, audio programming, and input.

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### **Gameplay Programming At Ubisoft**

It's kind of a physical art. It is about trying to manipulate that interface between the player and the game.

Aleissia, Andreea, Gavin

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