



Library

Games Development Useful sources of information

This is the reading list that your course has provided for the unit you are currently studying.

You will find everything you need by searching the catalogue via the [Library webpages](#).

For more information on how to search the catalogue [watch this short video](#)

Recommended:

Butler, S. and Oliver, T. (2023) *Game development patterns with Unreal Engine 5: build maintainable and scalable systems with C++ and Blueprint*. Birmingham: Packt Publishing.

Nystrom, R. (2014) *Game programming patterns*. Genever Benning.

Refactoring Guru (2023) Available at: <https://refactoring.guru/> (Accessed: 03 July 2023).

Games, E. (2023) *Unreal Engine 5.2 documentation*. Available at: <https://docs.unrealengine.com/5.2/en-US/> (Accessed: 03 July 2023).