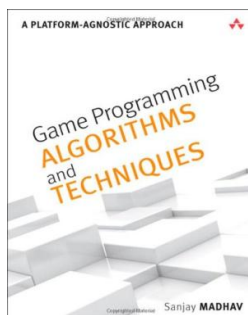# Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Paperback)





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