

# FM2618 - Games Programming

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```
@book{ Kriev_2017, address={ [California] }, title={ Python: Python programming for  
beginners : the comprehensive beginner's guide to learn Python programming with  
practical examples }, publisher={ [Createspace Independent Learning Platform] },  
author={ Kriev, Owen }, year={ 2017 } }
```

```
@book{ Matthes_2016, address={ San Francisco }, title={ Python crash course: a  
hands-on, project-based introduction to programming }, publisher={ No Starch Press },  
author={ Matthes, Eric }, year={ 2016 } }
```