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Focus On SDL (The Premier Press Game Development Series) by Ernest Pazera . This book has received many positive reviews from users! "From setting up your system to incorporating networking and user interface components, Focus On SDL gives you the tools you need in one comprehensive guide." (Amazon.com)

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SDL 2.0 is the latest release of the popular Simple DirectMedia Layer API, which is designed to make life easier for C++ developers, allowing you simple low-level access to various multiplatform audio, graphics, and input devices. SDL Game Development guides you through creating your first 2D game using SDL and C++.

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Simple DirectMedia Layer (SDL) is a cross-platform software development library designed to provide a hardware abstraction layer for computer multimedia hardware components. Software developers can use it to write high-performance computer games and other multimedia applications that can run on many operating systems such as Android, iOS, Linux, macOS, and Windows.

Simple DirectMedia Layer - Wikipedia

Focus On SDL is your key to writing programs faster and with greater ease. Execute the same applications as with DirectX, but with more versatility. SDL allows you to pack up your code and go! If you have a basic knowledge of C++, you're ready to roll.

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Overall, SDL offers a great place to start with game development, allowing you to focus on the game itself and ignore which platform you are developing for, until it is completely necessary. Now, with SDL 2.0 and the new features it brings to the table, SDL has become an even more capable library for game development using C++.

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