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Game Development is the art of creating games and describes the design, development and release of a game. It may involve concept generation, design, build, test and release. While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design. A game

What Is Game Development? - freeCodeCamp.org
C++ is the most popular language for games, and this book teaches you C++ and game programming at the same time. Recommended by Jason W. Bay 3D Math Primer for Graphics and Game Development

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that C++ across platforms isn't exactly the same but it mostly is. libSDL is old but it is the standard abstraction. do not be tempted to wrap libSDL all up in C++ and hide it. this is a waste of your time. Focus purely on adding game functionality using C++. On each platform stick with the most popular tools (Visual Studio, XCode etc).

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