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This is not a how to guide and it is also not a deep academic dive into the low levels of game engine architecture. Instead it fits into its own category, it is really a book designed to get experienced programmers into the game industry. It covers almost everything you will encounter in just enough detail to get you up to speed.

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Game Engine Architecture, Second Edition by JASON GREGORY ISBN 13: 9781466560017 ISBN 10: 1466560010 Hardcover; A K Peters/crc Press; ISBN-13: 978-1466560017

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This book is a great overview of all components of a game engine - not just the commonly over analysed rendering aspect - and how they all fit together. As an wannabe indie developer, who hasn't had the experience of a professional game company, it's great to read insights into the naughty dog internal engine and other professional engines.

Game Engine Architecture: Amazon.co.uk: Gregory, Jason ...

As some previous reviews written, this is a solid book on game engine architecture. What I like about this book is it has a detailed introduction to game animation system which other books couldn't give.

Game Engine Architecture 2nd Edition, Kindle Edition

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