

[Develop Android games](#)

Develop Android games and deploy them to multiple device types on Android, Chrome OS, and Windows by using the Android Game Development Kit and Google Play. Learn to use tools, best practices, and game services that support your development workflow, improve game performance, and include a wide audience of players.

[Design for multiple form factors](#)

Design Android games for all gaming devices including phones, foldables, tablets, PCs, and peripherals

[Use, create, or customize a game engine](#)

Use a game engine that already supports Android development, or use AGDK to add Android development support when you create or customize a game engine.

[Optimize for graphics performance](#)

Use best practices and graphics optimization tools to improve game performance at thermally sustainable levels.

[Deploy to Android, Chrome OS, and Windows](#)

Add social and competitive game services and then deploy your Android game to Android, Chrome OS, and Windows.

Featured

[Google Play Games for PC](#)

Bring your Android games to PCs using high performance emulation with Android and Chrome OS cross-device play from a single codebase. Google Play Games for PC includes large screen optimization and mouse and keyboard support while improving performance by removing unused Android OS components.

[Game mode](#)

Optimize gameplay by prioritizing characteristics, such as performance or battery life based on user settings or game-specific configurations.

Android Game Development Kit

The Android Game Development Kit (AGDK) is a set of tools and libraries that help you develop and optimize Android games while integrating with existing game development platforms and workflows.

[Use, develop, or extend game engines](#)

AGDK provides tools and libraries for adding Android support when you create or extend a game engine. It also provides plugins and integration that supports Android development on many existing game engines.

[Game libraries](#)

The game libraries allow you to develop and optimize your game in C or C++ while accessing Android app development libraries and services.

[Develop in Visual Studio](#)

The Android Game Development Extension for Visual Studio allows you to use your existing projects to build Android games from Visual Studio.

[Optimization and best practices](#)

Use tools and guidance for profiling and improving game performance, such as the Android GPU Inspector (AGI), Android Performance Tuner, and best practices for using graphics APIs and game assets.

Google Play Games

Google Play offers services and APIs that focus on game development, distribution, and iteration in addition to the benefits that Google Play provides for other Android apps.

[Play Games Services](#)

Add social and competitive features such as achievements, leaderboards, and friends lists. Support cross-device play and distribution to multiple platforms including Android, Chrome OS, and Windows (through Google Play Games for PC). Analyze gameplay and player stats and then update your game based on the results.

[Play Games for PC](#)

Deploy your games to Windows using high performance emulation with Android and Chrome OS cross-device play from a single codebase. This includes support for large screens, PC input devices, and the system's native web browser.

[Play as you download](#)

Allow your players to experience gameplay quickly after a small download while remaining game assets are fetched in the background.

Other resources

[Codelabs](#)

The codelabs website provides tutorials that guide you through set up and the completion of featured Android game development tasks.

[Quarterly newsletter](#)

Stay up to date on the latest in Android game development.

[Resources page](#)

See our latest blogs, videos, programs, community, and support resources. Additionally, the Mobile Insights Report provides stats and analysis for game development businesses.

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