



1st ed., XIII, 95 p. 42 illus.

A product of Apress

Printed book

Softcover

- 34,99 € | £29.99 | \$39.99
- *37,44 € (D) | 38,49 € (A) | CHF 41.50

eBook

Available from your bookstore or

- springer.com/shop

MyCopy

Printed eBook for just

- € | \$ 24.99
- springer.com/mycopy

J.F. DiMarzio

Android Studio Game Development

Concepts and Design

- A one of a kind short book on building games with popular
- Android Studio IDE
- Includes all of the key fundamentals of game development
- Pairs nicely with Apress best seller, Learn Android Studio IDE

This one of a kind short book walks any Android developer through the process of creating mobile games using the new Android Studio IDE.

What You'll Learn

- How to create projects in Android Studio
- How to use the SDK manager to keep your Android SDK current
- How to commit and get projects to and from Git hub
- How to use OpenGL ES to load images
- How to react to player input
- How to debug your games using Android Studio



Order online at springer.com ► or for the Americas call (toll free) 1-800-SPRINGER ► or email us at: customerservice@springer.com. ► For outside the Americas call +49 (0) 6221-345-4301 ► or email us at: customerservice@springer.com.

The first € price and the £ and \$ price are net prices, subject to local VAT. Prices indicated with * include VAT for books; the €(D) includes 7% for Germany, the €(A) includes 10% for Austria. Prices indicated with ** include VAT for electronic products; 19% for Germany, 20% for Austria. All prices exclusive of carriage charges. Prices and other details are subject to change without notice. All errors and omissions excepted.

Standard Apress channels