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

Android Studio

Game Development

Concepts and Design
—
J. F. DiMarzio

Apress®

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**