Cross-platform Game Development

Why libGDX ?

* Cross platform, Code once Run anywhere

* Graphics - Low level OpenGL, 2D and 3D

* Audio

* Support for Gestures/Mouse

* Storage - File I/O

* Physics Engine

* Tools - Particle editor, Font Gen, Textures

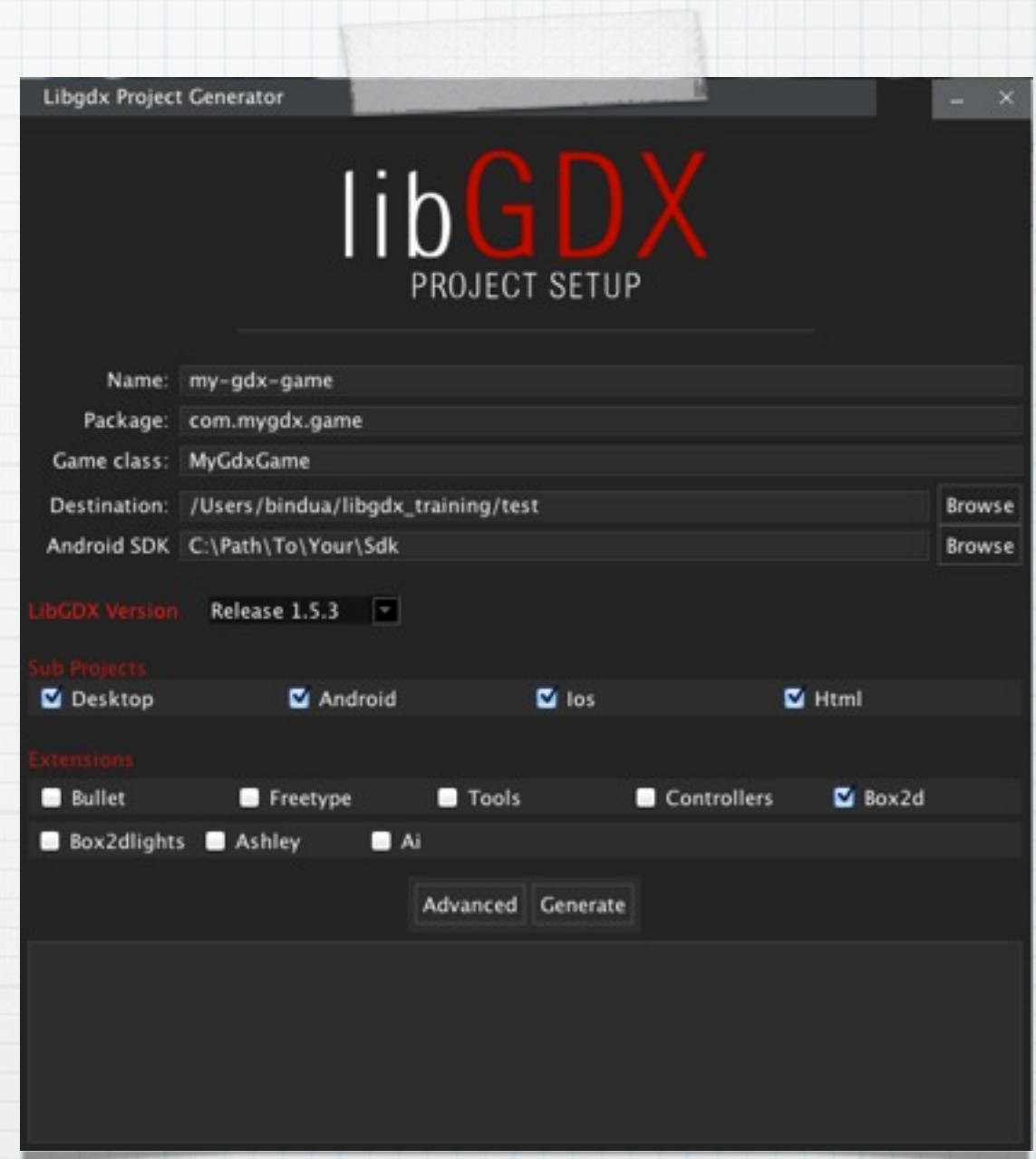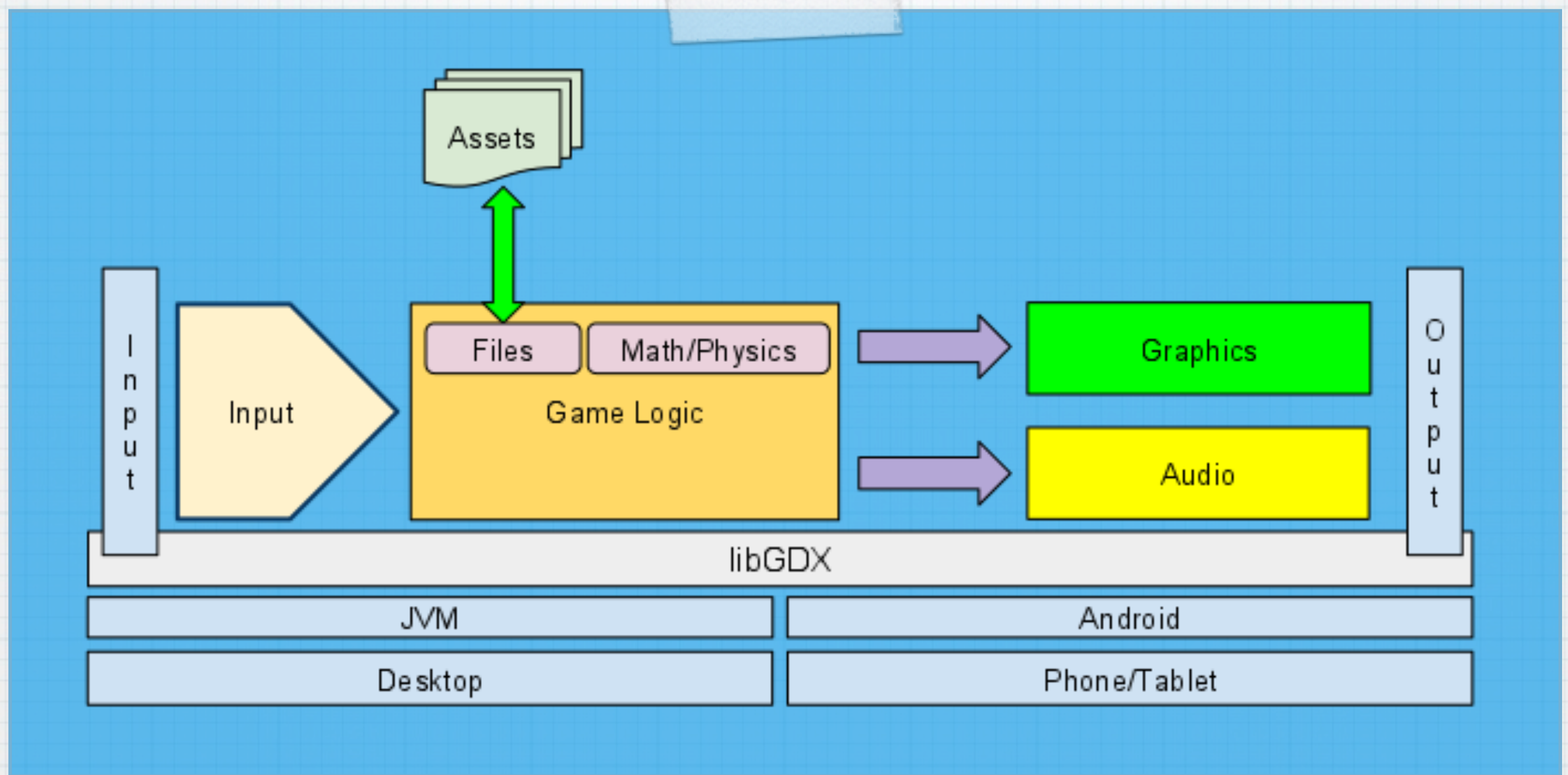# Pre-requisites

* JDK 7+

* Android SDK

* XCode

* Eclipse (or IntelliJ IDEA or NetBeans)

* Gradle (will automatically download)

* RoboVM

* GWT

Monday, February 9, 15
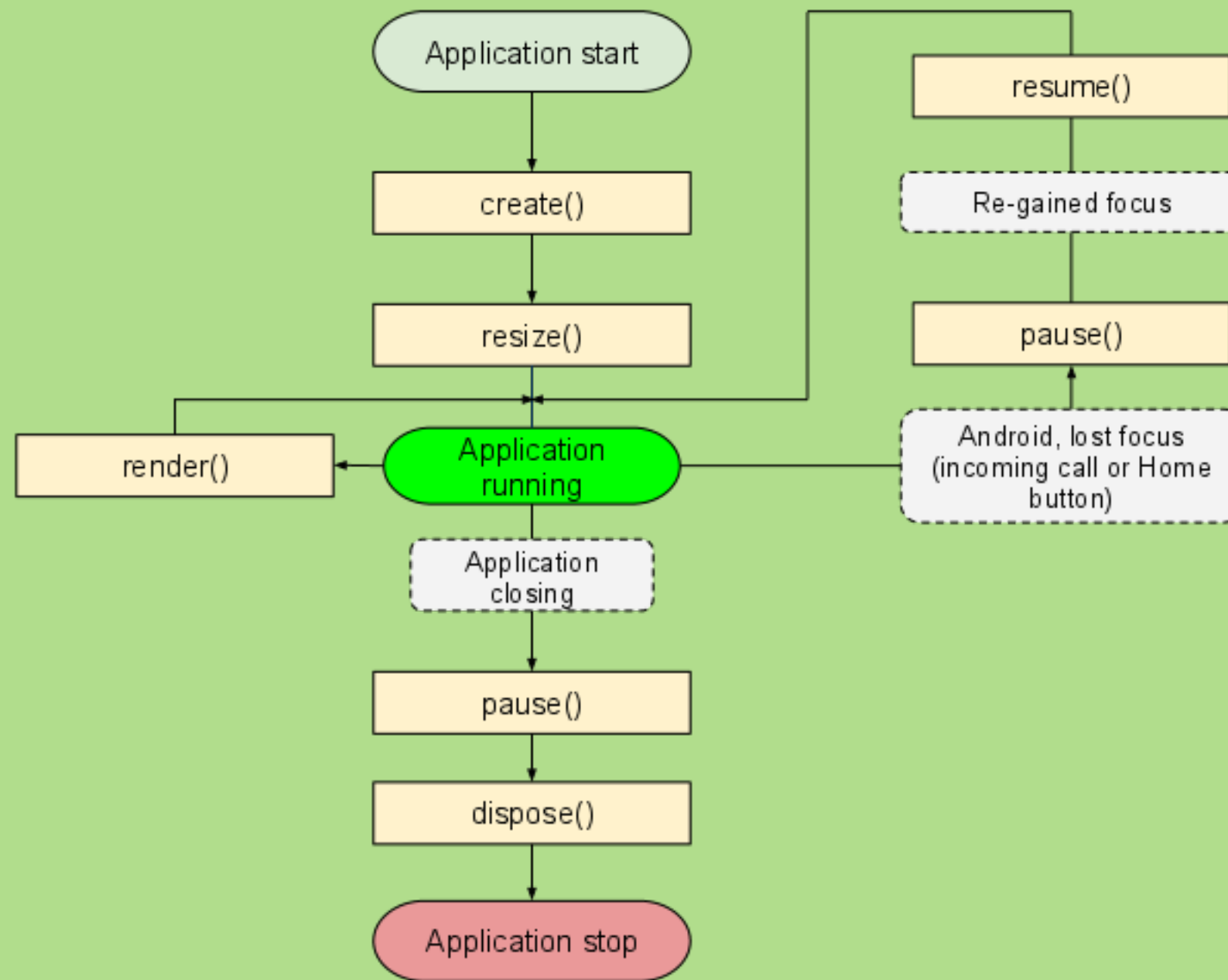
Set up

* Download Setup App:
http://
libgdx.badlogicgames.c
om/download.html

* Gradle 2.2

Modules Overview

Application Lifecycle

Lets build a game

A Simple Game

* Set stage

* Add Bucket and make it draggable

* Add background music

* Spawn Raindrops and time them

* Detect overlap and remove drop

* Adding sound effects

Multi-Screen Game

* Menu Screen

* Game Screen

* End Game Screen

Part II

We will cover the following in Part II:

* Scene 2D

* Touch Listeners

* Actions

* Dynamic Content

or Feedback ?