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# LIBGDX GAME DEVELOPMENT BY EXAMPLE



Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Learn how to create your very own game using the libGDX cross-platform framework About This Book \* Learn the core features of libGDX to develop your own exciting games \* Explore game development concepts through example projects \* Target games for major app stores quickly and easily with libGDX s cross-platform functionality Who This Book Is...

## Read PDF Libgdx Game Development by Example

- Authored by James Cook
- Released at 2015



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