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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...

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- Authored by James Cook
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