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# MONKEY GAME DEVELOPMENT: BEGINNER'S GUIDE (CREATE MONETIZED 2D GAMES DEPLOYABLE TO ALMOST ANY PLATFORM)



Shroff Publishers & Distributors Pvt. Ltd., 2013. Softcover. Book Condition: New. What you will learn from this book Implement collision detection and optimize it for mobile devices Handle game controls via touch, keyboard, mouse and accelerometer input Load and playback sound effects and music Sign your applications and publish them to different markets Use 3rd party modules like the fantomEngine game framework to speed up your game development process Store the data of your different game objects effectively in lists,...

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- Authored by Michael Hartlef
- Released at 2013



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