Libgdx Game Development by Example



Filesize: 8.08 MB

Reviews

Absolutely one of the better ebook I have got actually read. Indeed, it is actually engage in, still an amazing and interesting literature. I realized this book from my i and dad advised this ebook to learn. (Flo Welch)

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 For This book is intended for those who wish to learn the concepts of game development using libGDX. An understanding of Java and other programming languages would definitely be helpful, although it is not a must. What You Will Learn * Create and configure a libGDX project to get started with making games * Get to grips with a simple game loop that will drive your games * Manage game assets to reduce code duplication and speed up development * Pack game assets together into single assets to increase your game s performance * Display textures on the screen and manipulate them with play input * Play various types of sounds that a game can generate * Design and modify a game user interface with libGDX s built-in tools * Develop a game that will run across various platforms In Detail LibGDX is a cross-platform game development framework in Java that makes game programming easier and fun to do. It currently supports Windows, Linux, Mac OS X, Android, and HTML5. With a vast feature set on offer, there isn t a game that can t be made using libGDX. It allows you to write your code once and deploy it to multiple platforms without modification. With cross-platform delivery at its heart, a game can be made to target the major...



Read Libgdx Game Development by Example Online Download PDF Libgdx Game Development by Example

Other eBooks



Games with Books: 28 of the Best Childrens Books and How to Use Them to Help Your Child Learn - From Preschool to Third Grade

Book Condition: Brand New. Book Condition: Brand New.

Read Book »



Games with Books: Twenty-Eight of the Best Childrens Books and How to Use Them to Help Your Child Learn - from Preschool to Third Grade

Book Condition: Brand New. Book Condition: Brand New.

Read Book »



Daddyteller: How to Be a Hero to Your Kids and Teach Them What's Really by Telling Them One Simple Story at a Time

Createspace, United States, 2013. Paperback. Book Condition: New. 214 x 149 mm. Language: English . Brand New Book ***** Print on Demand *****. You have the power, Dad, to influence and educate your child. You can...

Read Book »



Crochet: Learn How to Make Money with Crochet and Create 10 Most Popular Crochet Patterns for Sale: (Learn to Read Crochet Patterns, Charts, and Graphs, Beginner's Crochet Guide with Pictures)

Createspace, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****. Getting Your FREE Bonus Download this book, read it to the end and...

Read Book »



Dont Line Their Pockets With Gold Line Your Own A Small How To Book on Living Large

Madelyn D R Books. Paperback. Book Condition: New. Paperback. 106 pages. Dimensions: 9.0in. x 6.0in. x 0.3in.This book is about my cousin, Billy a guy who taught me a lot over the years and who...

Read Book »