



## Libgdx Game Development by Example (Paperback)

By James Cook

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...



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