Libgdx Game Development by Example

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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