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Libgdx is a very popular open source, cross-platform, Java-based game development framework that enables you to write your code once and deploy it to Windows, Mac, Linux, Android, iOS, and browsers.

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Libgdx is a very popular open source, cross-platform, Java-based game development framework that enables you to write your code once and deploy it to Windows, Mac, Linux, Android, iOS, and browsers. Supported by code samples for each topic, this book will take you through the features of Libgdx, from the very basic aspects to the most advanced ones.

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Libgdx Cross-Platform Game Development Cookbook review ... It should be noted that Libgdx is a wonderful game development framework that covers pretty much all the needs that could arise during the development of a cross-platform 2D game. It's easy to use by newcomers, and also pretty powerful for more seasoned developers. A cookbook

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By the end of this book, you will have learned and applied core components from the LibGDX framework, as well as have a finished game to use as a springboard for customization and story development for your own commercial video game. Style and approach This book walks you through the concepts and implementation of developing a complete RPG game, unfolding chapter by chapter and building upon previous concepts. Each chapter can be used as an individual reference with diagrams to explain core concepts with concrete example code explained in detail.

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Development Cookbook 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

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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 markets quickly and cost effectively. This book starts with a simple game through which the game update cycle is explained, including loading textures onto your screen, moving them around, and responding to input. From there you'll move on to more advanced concepts such as creating a formal game structure with a menu screen, adding a game screen and loading screen, sprite sheets, and animations. You'll explore how to introduce a font to optimize text, and with the help of a game that you'll create, you'll familiarise yourself with the

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2D tile map API to create worlds that scroll as the characters move. In the final sample game of the book, you'll implement a basic version of an Angry Birds clone, which will allow you to use the physic library box2D that libGDX provides access to. An overview of exporting games to different platforms is then provided. Finally, you will discover how to integrate third-party services into games and take a sneak peak at the Social Media API to get a basic understanding of how it fits into the libGDX ecosystem. Style and approach With this book you'll learn game development with libGDX through example game projects. You'll finish the book with a thorough understanding of

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LibGDX game development, along with completed games that you'll have built yourself.

This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX. Basic knowledge of Java programming and game development is required.

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A Cookbook with wide range of recipes to allow you to learn game development with AndEngine quickly and efficiently. "AndEngine for Android Game

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Development Cookbook" is geared toward developers who are interested in working with the most up-to-date version of AndEngine, sporting the brand new GLES 2.0 branch. The book will be helpful for developers who are attempting to break into the mobile game market with plans to release fun and exciting games while eliminating a large portion of the learning curve that is otherwise inevitable when getting into AndEngine development. This book requires a working installation of eclipse and the required libraries, including AndEngine and its various extensions set up prior to working with the recipes.

A clear and practical guide to

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building games in libGDX. This book is great for Indie and existing game developers, as well as those who want to get started with game development using libGDX. Java game knowledge of game development basics is recommended.

In this technological age, the information technology (IT) industry is an important facet of society and business. The IT industry is able to become more efficient and successful through the examination of its structure and a larger understanding of the individuals that work in the field. Multidisciplinary Perspectives on Human Capital and Information Technology Professionals is a critical scholarly resource that

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Development Cookbook focuses on IT as an industry and examines it from an array of academic viewpoints. Featuring coverage on a wide range of topics, such as employee online communities, role stress, and competence frameworks, this book is targeted toward academicians, students, and researchers seeking relevant research on IT as an industry.

Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and

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sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added.

What You Will Learn

- Create 12 complete video game projects
- Master advanced Java programming concepts, including data structures, encapsulation,

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Inheritance, and algorithms, in the context of game development. Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content. Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers. Who This Book Is For: The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

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Summary Cross-Platform Desktop

Applications guides you step-by-step through creating Node.js desktop applications with NW.js and Electron from GitHub.

Foreword by Cheng Zhao, creator of Electron. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Desktop application development has traditionally required high-level programming languages and specialized frameworks. With Electron and NW.js, you can apply your existing web dev skills to create desktop applications using only HTML, CSS, and JavaScript. And those applications will work across Windows, Mac, and Linux, radically reducing development

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Development Cookbook

Written for developers familiar with HTML, CSS, and JavaScript.

About the Author Paul Jensen works at Starcount and lives in London, UK. Table of Contents

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Building your first

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PART 2 - DIVING DEEPER

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Exploring NW.js and Electron's internals

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