



Libgdx Cross-platform Game Development Cookbook

David Saltares Marquez, Alberto Cejas Sanchez

Download now

[Click here](#) if your download doesn't start automatically

Libgdx Cross-platform Game Development Cookbook

David Saltares Marquez, Alberto Cejas Sanchez

Libgdx Cross-platform Game Development Cookbook David Saltares Marquez, Alberto Cejas Sanchez
Over 75 practical recipes to help you master cross-platform 2D game development using the powerful Libgdx framework

About This Book

- Gain an in-depth understanding of every Libgdx subsystem, including 2D graphics, input, audio, file extensions, and third-party libraries
- Write once and deploy to Windows, Linux, Mac, Android, iOS, and browsers
- Full of uniquely structured recipes that help you get the most out of Libgdx

Who This Book Is For

If you want to make cross-platform games without the hassle and dangers of writing platform-specific code, or If you are a game programmer who may have some experience with Java and you want to learn everything you need to know about Libgdx to produce awesome work, this is the book for you.

To take full advantage of the recipes in this book, you are expected to be familiar with java with good game programming knowledge.

What You Will Learn

- Wield the power of the 2D graphics API; get to grips with textures, atlases, particles, fonts, and shaders
- Manage input from different devices, including touch, keyboard, mouse, gamepad, and accelerometer
- Increase player immersion with the Libgdx audio API
- Quickly design maps with an editor and load them directly into your game
- Exploit the 2D stage features to build great user interfaces
- Create amazing physics simulations with Box2D
- Master the deployment process and reach a wide audience

In Detail

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. Beginning with an overview of the framework and project creation, the book moves on to the 2D graphics API that enables you to create efficient and visually rich games. You will then explore input detection and audio and file handling, followed by details of how to make use of amazing features such as Box2D rigid body physics, lighting, and artificial intelligence techniques to name a few. You will also discover how to modify Libgdx to suit your needs and share your creation with the world.

 [Download Libgdx Cross-platform Game Development Cookbook ...pdf](#)

 [Read Online Libgdx Cross-platform Game Development Cookbook ...pdf](#)

Download and Read Free Online Libgdx Cross-platform Game Development Cookbook David Saltares Marquez, Alberto Cejas Sanchez

From reader reviews:

Barbara Cook:

Book is to be different for every grade. Book for children until eventually adult are different content. As we know that book is very important normally. The book Libgdx Cross-platform Game Development Cookbook ended up being making you to know about other understanding and of course you can take more information. It doesn't matter what advantages for you. The reserve Libgdx Cross-platform Game Development Cookbook is not only giving you far more new information but also to be your friend when you sense bored. You can spend your own spend time to read your guide. Try to make relationship with the book Libgdx Cross-platform Game Development Cookbook. You never experience lose out for everything if you read some books.

Howard Kincaid:

In this 21st millennium, people become competitive in each way. By being competitive today, people have do something to make them survives, being in the middle of the actual crowded place and notice by surrounding. One thing that often many people have underestimated this for a while is reading. Yes, by reading a e-book your ability to survive improve then having chance to stand up than other is high. For yourself who want to start reading a new book, we give you that Libgdx Cross-platform Game Development Cookbook book as beginner and daily reading guide. Why, because this book is more than just a book.

Debra Palacios:

As people who live in the particular modest era should be update about what going on or facts even knowledge to make these keep up with the era which is always change and move ahead. Some of you maybe can update themselves by reading through books. It is a good choice for you personally but the problems coming to anyone is you don't know what one you should start with. This Libgdx Cross-platform Game Development Cookbook is our recommendation to make you keep up with the world. Why, because book serves what you want and wish in this era.

Michael Slay:

Often the book Libgdx Cross-platform Game Development Cookbook has a lot details on it. So when you check out this book you can get a lot of profit. The book was compiled by the very famous author. Mcdougal makes some research previous to write this book. This book very easy to read you can obtain the point easily after perusing this book.

**Download and Read Online Libgdx Cross-platform Game
Development Cookbook David Saltares Marquez, Alberto Cejas
Sanchez #DA7WBJ6XPE5**

Read Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez for online ebook

Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez books to read online.

Online Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez ebook PDF download

Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez Doc

Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez Mobipocket

Libgdx Cross-platform Game Development Cookbook by David Saltares Marquez, Alberto Cejas Sanchez EPub