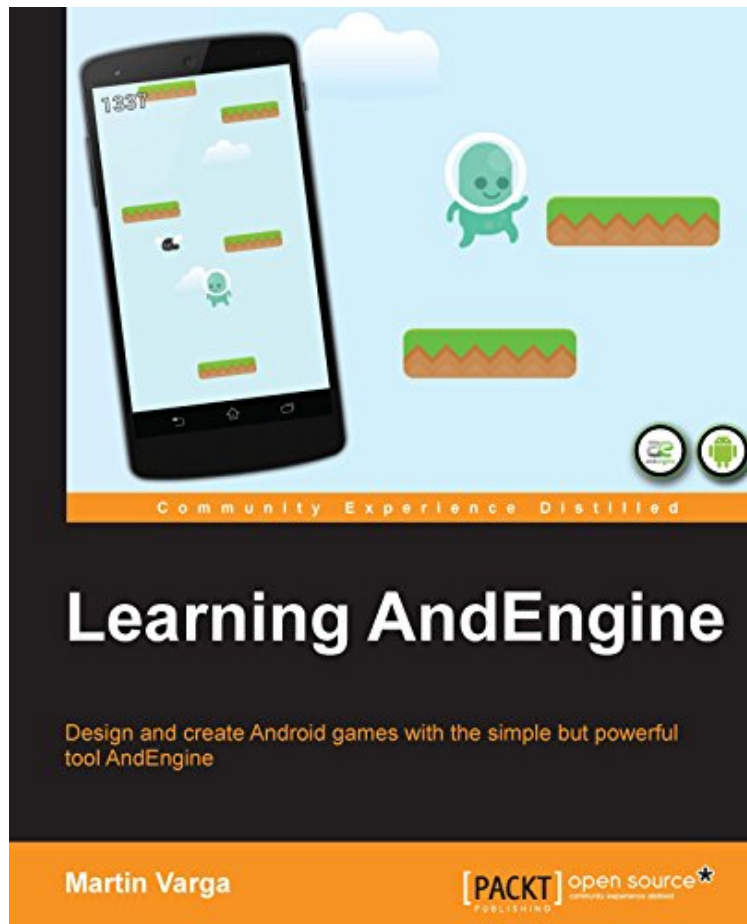


Learning AndEngine

Von Martin Varga

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Von Martin Varga : Learning AndEngine before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning AndEngine:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Gutes EinsteigerbuchVon BongoWenn man anhand eines einfachen Spieles die Android Programmierung mit der AndEngine lernen mchte ist das Buch sehr zu empfehlen.Es ist bersichtlich und gut verstdlich erklrt wie ein Art Doodle Jump Spiel programmiert wird.Man lernt nicht nur das Spiel als solches zu programmieren, sondern auch wie ein Startbildschirm und ein einfaches Men, Highscore speichern, Sound(und wie er mit einem Button an oder abgestellt wird), Animationen u.a.funktioniert. Ich habe mir das Buch deshalb in englischer Sprache gekauft, weil es leider kein Buch ber die AndEngine als deutsche Ausgabe gibt.

Kurzbeschreibung Design and create Android games with the simple but powerful tool AndEngine About This Book Learn how to create quick but complex games for Google Play and the mobile gaming market with the help of AndEngine Simulate real-world physics with AndEngine's built-in physics engine, which is used in most popular games A focused and systematic guide on AndEngine where you will build one complex and powerful game right from the scratch Who This Book Is For If you are a beginner to AndEngine, or mobile game development in general, and you are looking for a simple way to start making games for Android, this book is for you. You should already know the basics of Java programming, but no previous game development experience is required. What You Will Learn Understand the basics of a game engine Install all the required software and download and set up AndEngine along with its physics extension Design basic game rules and gather game assets Create a basic runnable application using AndEngine Display text and graphics in the game Implement basic interactions between the player and the game, making use of the mobile device sensors Simulate real-world physics in-game Finish a polished 2D physics-based In Detail AndEngine is a very popular open source OpenGL (open graphics library) Android game engine, used to create mobile games quickly while maintaining the ability to fully customize them. This book will guide you through the whole development process of creating a mobile game for the Android platform using one of the most popular and easy-to-use game engines available today. Beginning with the very basics, you will learn how to install AndEngine, gather graphics, add sound and music assets, and design game rules. You will first design an example game and enhance it by adding various features over the course of the book. Each chapter adds more colors, enhances the game, and takes it to the next level. You will also learn how to work with Box2D, a popular 2D physics engine that forms an integral part of some of the most successful mobile games. By the end of the book, you will be able to create a complete, interactive, and fully featured mobile game for Android and publish it to Google Play.

Kurzbeschreibung Design and create Android games with the simple but powerful tool AndEngine About This Book Learn how to create quick but complex games for Google Play and the mobile gaming market with the help of AndEngine Simulate real-world physics with AndEngine's built-in physics engine, which is used in most popular games A focused and systematic guide on AndEngine where you will build one complex and powerful game right from the scratch Who This Book Is For If you are a beginner to AndEngine, or mobile game development in general, and you are looking for a simple way to start making games for Android, this book is for you. You should already know the basics of Java programming, but no previous game development experience is required. What You Will Learn Understand the basics of a game engine Install all the required software and download and set up AndEngine along with its physics extension Design basic game rules and gather game assets Create a basic runnable application using AndEngine Display text and graphics in the game Implement basic interactions between the player and the game, making use of the mobile device sensors Simulate real-world physics in-game Finish a polished 2D physics-based In Detail AndEngine is a very popular open source OpenGL (open graphics library) Android game engine, used to create mobile games quickly while maintaining the ability to fully customize them. This book will guide you through the whole development process of creating a mobile game for the Android platform using one of the most popular and easy-to-use game engines available today. Beginning with the very basics, you will learn how to install AndEngine, gather graphics, add sound and music assets, and design game rules. You will first design an example game and enhance it by adding various features over the course of the book. Each chapter adds more colors, enhances the game, and takes it to the next level. You will also learn how to work with Box2D, a popular 2D physics engine that forms an integral part of some of the most successful mobile games. By the end of the book, you will be able to create a complete, interactive, and fully featured mobile game for Android and publish it to Google Play.

ber den Autor und weitere Mitwirkende Martin Varga Martin Varga is a professional Java developer with a passion for teaching and developing mobile games. He has worked as a senior software engineer in several domains, including telecommunications, mentoring juniors and leading teams of developers. When it was announced that Java will be the language of choice for the Android mobile platform, he seized the opportunity and started his indie game developer career. He is the author of Mr. Dandelion's Adventures, an Android game made with AndEngine, and a few other games used in his tutorials, which are published on his website <http://android.kul.is>. Alongside the tutorials, he is also trying to promote other indie developers' games and writing game reviews. He's an active member of the AndEngine community and several game development websites, answering questions of newcomers in the indie game development scene daily.