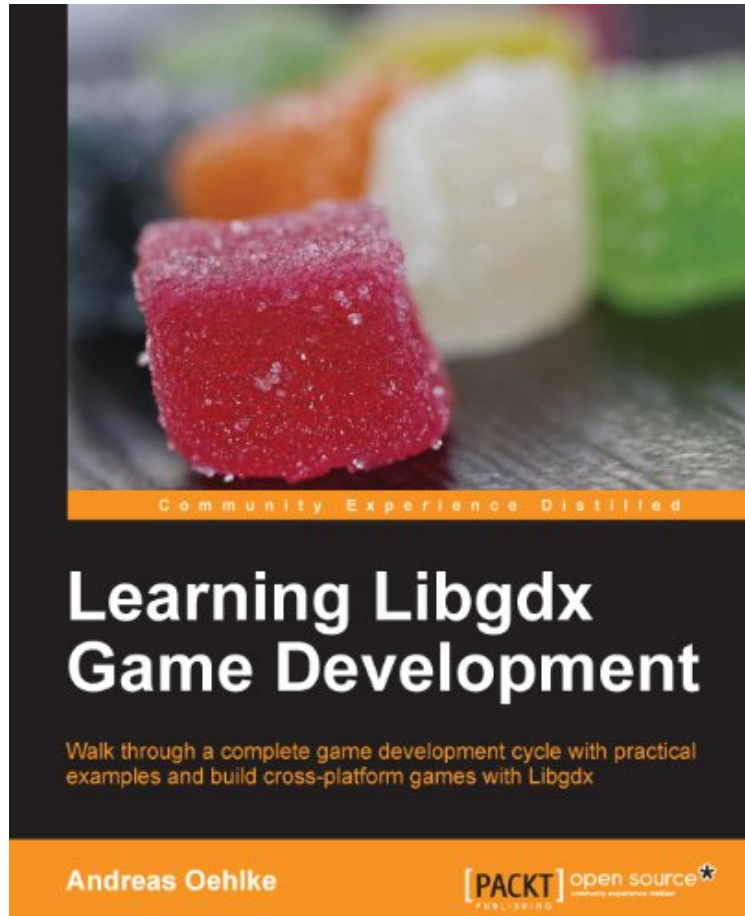


(Read ebook) Learning Libgdx Game Development

# Learning Libgdx Game Development

Von Andreas Oehlke

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**Von Andreas Oehlke : Learning Libgdx Game Development** before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning Libgdx Game Development:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Libgdx - Shared experience for anyoneVon BobThis book is worth its money if you want to get to know libgdx, a very elaborate and usable solution to multi platform game development, and the processes of developing games, from planning to implementation.I have already been involved in a few smaller game development projects but have not had any coding practice in this area. On top of that has been some time since I last used Java. I feared my rather basic Java skills were already too rusty. When I started reading this book it has shown me that this would be no problem."If you can't explain it simply, you don't understand it well enough." -a quote often accredited to Albert Einstein.Accordingly the author, Andreas Oehlke, does a wonderful job at selecting a suitable level to put the topics across keeping everything as simple as possible. The demand versus simplicity are examplary well balanced. Some basic knowlege of Java is required and knowing how to work with eclipse or at least having used the Android SDK could not hurt but is

not mandatory. Still, a lot is being explained quickly and pragmatically from the ground up. Beginners and people with a bit ageing Java experience, like myself, should not hesitate to try libgdx with this book. The language is kept simple, without too sophisticated terms and many screenshots will guide you through the installation routines as well as the handling of the mighty IDE eclipse. On the other hand experienced Java developers will also have a great benefit by getting to know the libgdx framework, its mechanisms and features and the game development lifecycle. If the reader already has some proper Java development experience a few pages can be skimmed through. The book's clear structure starts with an introduction of libgdx, its features and setting everything up for each platform. Afterwards all aspects of game development and libgdx features are pragmatically explained with the example game application called "Canyon Bunny" which is a quite complex 2d side scrolling platformer game. This serves as a fun and motivating example - as opposed to many dry and sterile example projects of other software development books. Later some advanced techniques for game development are introduced such as particle systems, physics and shader programming.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Great Von Toni Weber I start developing games for Android. So I bought a german book. But it show me just a simple app, so I did not understood the basics for libgdx. I bought this book and I start understanding how it works. It is easy written. Thanks!

**Kurzbeschreibung** In Detail Game development is a field of interdisciplinary skills, which also makes it a very complex topic in many respects. One decision that usually needs to be made at the beginning of a game development process is to define the kind of computer system or platform the game will be developed for. This does not pose any problems in general but as soon as the game should also be able to run on multiple platforms it will become a developers nightmare to maintain several distinct copies of the same game. This is where the libGDX multi-platform game development framework comes to the rescue! "Learning libGDX Game Development" is a practical, hands-on guide that provides you with all the information you need to know about the libGDX framework as well as game development in general so you can start developing your own games for multiple platforms. You will gradually acquire deeper knowledge of both, libGDX and game development while you work through twelve easy-to-follow chapters. "Learning libGDX Game Development" will walk you through a complete game development cycle by creating an example game that is extended with new features over several chapters. These chapters handle specific topics such as organizing resources, managing game scenes and transitions, actors, a menu system, using an advanced physics engine and many more. The chapters are filled with screenshots and/or diagrams to facilitate comprehension. "Learning libGDX Game Development" is the book for you if you want to learn how to write your game code once and run it on a multitude of platforms using libGDX.

**Approach** A clear and practical guide to building games in libGDX. Who this book is for 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.

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ber den Autor und weitere Mitwirkende Andreas Oehlke Andreas Oehlke is a professional software engineer and a computer scientist who feels very much at home on any Linux/Unix machine. He holds a Bachelor's degree in Computer Science and loves to assemble and disassemble software and hardware alike. An exorbitant affinity for electronics and computers has always been his trademark. His hobbies include game and web development, programming in general (software design and new languages), programming embedded systems with microcontrollers, playing sports, and making music. He currently works full-time as a software engineer for a German financial institution. Furthermore, he has worked as a consultant and a game developer in San Francisco, CA. In his spare time, he provides his expertise to a German startup

called Gamedald (<http://www.gamedald.com/>).