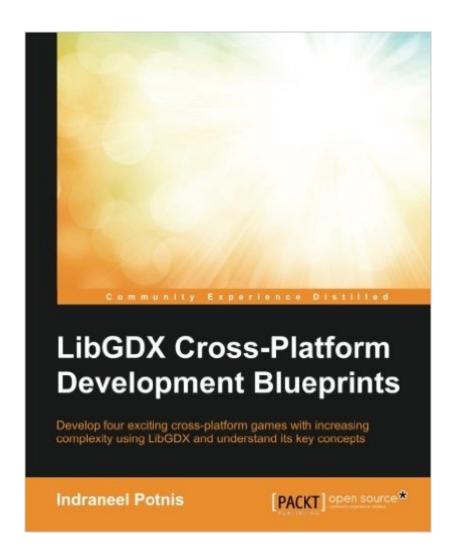The book was found

LibGDX Cross Platform Development Blueprints

Synopsis

Key FeaturesLearn how to make a complete game from scratch using the LibGDX frameworkDiscover different aspects of game development, optimize them, and implement them in your gamesThis is a comprehensive guide packed with concepts that are covered in an incremental mannerBook DescriptionLibGDX is a very popular open source game framework for the Java programming language. It features deployment to multiple platforms with the same code base and it is very fast. Its vast amount of features makes it very easy to learn and master game development without knowing the low-level details.LibGDX Cross-platform Development Blueprints teaches you the concepts of game development using the LibGDX framework as you make four complete games.You'll start with setting up the environment, then move on to advanced concepts such as collision detection, memory optimization, and more. The first game is Monty Hall, where you'll learn how to set up LibGDX and use simple graphics. Then, you'll get to know more about concepts such as animation, game sounds, and scoring by developing a Whack a Mole game. This will set up the base for a Bounce the Ball game, where you'll get to grips with advanced concepts such as movements and collisions based on physics. Finally, the Dungeon Bob game will help you understand player motion.This guide gives you everything you need to master game development with LibGDX.What you will learnSet up the development environment and implement a very simple game typeImplement new features such as motion, sounds, and randomness by implementing a new gameAdd music, physics, and menus to your gamesStart the creation of a platformer game and apply optimisation techniquesPerform collision detection and manage the game assetsRender game levels designed in the tool and add enemiesCreate multiple levels, enemy motion, and level transitions in the gameAbout the AuthorIndraneel Potnis is a mobile developer who lives in Mumbai. He has worked in diverse areas of the IT industry, such as web development, QA, and mobile application development.Since childhood, he has been interested in playing computer games, and he became interested in making them in college. He made a card game called Mendhicoat with a friend on the Android platform and released it on the Google Play store.Table of ContentsMonty Hall SimulationWhack-A-MoleCatch the BallDungeon BobUsing the Tiled Map EditorDrawing Tiled MapsCollision DetectionCollectibles and EnemiesMore Enemies and ShootingMore Levels and Effects

Book Information

Paperback: 316 pages

Publisher: Packt Publishing - ebooks Account (December 21, 2015)

Language: English

ISBN-10: 1783982063

ISBN-13: 978-1783982066

Product Dimensions: 7.5 x 0.7 x 9.2 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 1.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #2,590,471 in Books (See Top 100 in Books)   #58 inÂ Books > Computers & Technology > Programming > Cross-platform Development   #1678 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development   #1769 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

Disclaimer: I did not buy this on , I purchased this book on Packt.The name is deceptive. Despite it claiming to be a cross-platform development book, it never explains how to deploy projects to Desktop, Android, iOS or HTML. Only saving grace is that for the first 3 games do work on all of these platforms.Speaking of the games... unless the author has never played a game in the last two decades, the games showcased are extremely antiquated. It's 2016. I think we as game developers can do better than Monty Hall, Whack A Mole and Catch The Ball. The only decent playable game is Dungeon Bob, although it's obvious the author ripped the assets from RPG Maker.The instructions are written in a very mechanical, monotonous and boring manner. The book is a couple pages of code, explanations on a couple lines of code, a picture/diagram of said code or showing the game progress then rinse and repeat. The book never takes its' time to explain the fundamental workings of LibGDX and expects you to just copy the code and magically understand it all.As a comparison LibGDX Game Development By Example works on a similar methodology but does much a better job at explaining how things like cameras and viewports work.The Java code is absolute chicken scratch. It's poorly formatted and hard to read. There are many instances of uneven spacing/tabbing that stretch for several pages. The code quality is extremely poor. Most game logic is jammed into a few classes. Single lines of code that have too much going on in them. There is a liberal use of package protected and static. The list goes on...This book was a complete waste of money and time for me. Few might find some value reading this book, but I simply gained nothing from it.

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