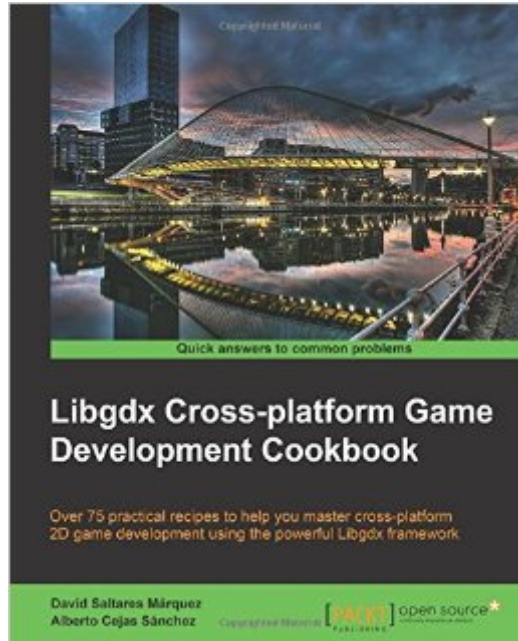


The book was found

Libgdx Cross-platform Game Development Cookbook



Synopsis

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.

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Customer Reviews

First I should mention that it took me a while to decide whether I should start using AndEngine or Libgdx. After serious research my conclusions were that Libgdx is the better option. The reasons are that it's still being updated and code testing is much faster. At this point the learning resources for Libgdx are basically two - the tutorials on their website and this book. Currently there is only one book more which is said to be outdated. As a beginner I decided to start learning from the book first because books tend to have some structure. And I must say that the book is indeed very well structured and there are a lot of useful details. At first I was expecting to have some problems with comprehending the material but the authors did a very good job in explaining with layman's terms. If I have to be honest - you can actually feel the amount of work spent on this book. While going through this book, I learned how to work with Libgdx's 2D API and create complex 2D effects such as particles, shaders, etc. Now I also know how to set up nice background music in my game and how to create a good looking text. There is a lot of material covered on the topic of optimisation which is crucial for smooth running on phones. I think that the tip of the iceberg is the chapter about third-party libraries and extras. It is very useful because it covers the most popular goodies used with Libgdx. This includes multilingual support, skeleton animation, lighting and software architecture. This book is truly a game development cookbook because it explains everything needed to build a professionally looking game. I would like to thank the whole team and especially the authors for their amazing work. I recommend this book.

Super useful. Why? Because it's a collection of techniques that your next game will definitely need, no matter what kind of game it is! The book teaches how to set it up and make 2d games on desktop, ios, android and even web browsers, and you'll be able to do stuff like juicy particle effects, box2d physics, input, file io, and everything a typical game could need. The authors totally know what they're doing and have impressive past work in their portfolios. Highly recommended.

This cookbook is certainly a great resource for learning and improving your libgdx skills and in my opinion it is the best book on libgdx at the moment. I have been coding with libgdx for over one year now but still a lot of the information in this book was new and interesting to me. Of course most of the information in this book can be found somewhere on the internet at the wiki, some blogs or the forum but it is great to have this information together in this book and in my opinion the topics are really well explained. The recipes are rather short, cover very basic topics like working with scene2d or rendering sprites but also advanced topics like physics with box2d or shaders so I think this book can be useful to beginners but also for more experienced users. Many of the recipes come with a running example and most time the code is really short so it is easy to get the point. So I can certainly recommend this book!

Good book if you already have some experience with Libgdx or other game engine . This is not a beginner book! The book will teach you how to work with sprites, process user input, audio, text rendering, 2D physics etc ... in a cookbook like manner, meaning that you know what you want to do (from your previous experience with other game engines or your own) but you need a quick introduction in how to do it with Libgdx. In short, this is a book aimed at the intermediate to advanced game programmers.

This "Cook book" is exactly what I was looking for. Many of the online tuts don't give as much detail as this book does and it certainly comes in handy. Unfortunately, like most Java implementations, there is a lot of code to write to do simple things but that's not the fault of the books author.

Covers many topics some of which I wish were covered more in depth but it is a cookbook and so contains many snippets of code with a good explanation. I wish the authors would write a more in depth text however. Also libgdx is constantly evolving which makes it difficult to cover nearly every topic but this text does so fairly well.

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