Libgdx Cross Platform Development Cookbook

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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

this book provides readers with a hands on guide to system architecture design and

platform development strategies for electronic systems while system architecture design is a sub topic of systems engineering the author discusses platform development as a matter of strategy engineering efficiency and quality this book helps readers by combining system architecture and platform development in a defined way discussing processes and consequences in the context of the newest developments in technology processes and management such as artificial intelligence agile development and organizational change provides first book to offer a combined perspective on system architecture design and platform development strategy offers a systematic state of the art description of all aspects of system architecture and platform development presents system architecture and platform development in the modern context of agile development and artificial intelligence as it relates to product development in the electronics industry

a systematic guide consisting of over 70 recipes which focus on helping you build portable mobile games and aims to enhance your game development skills with clear instructions if you are a c developer who wants to jump into the world of android game development and who wants to use the power of existing c libraries in your existing android java applications then this book is for you you need to have basic knowledge of c or c including pointer manipulation multithreading and object oriented programming concepts as well as some experience developing applications without using an ide

this title contains the standard edition of the ios 5 developer s cookbook plus nine additional chapters on advance content if you already have the ebook edition of the ios 5 developer s cookbook you can purchase the ios 5 developer s cookbook the additional recipes isbn 9780133028393 which only contains the extra chapters at a low cost in this expanded ebook best selling author and ios development guru erica sadun brings together all the information you need to quickly start building successful ios apps for iphone ipad and ipod touch sadun has thoroughly revised her best selling book to focus on powerful new ios 5 features apis and frameworks the latest version of objective c and apple s breakthrough xcode 4 toolset the ios 5 developer s cookbook expanded electronic edition is packed with ready made code solutions for the ios 5 development challenges you re most likely to face eliminating trial and error and helping you build reliable apps from the very beginning sadun teaches each new concept and technique through robust code that is easy to reuse and extend this isn t just cut and paste using her examples sadun fully explains both the how and why of effective ios 5 development her tested recipes address virtually every major area of ios development from user interface design to view controllers gestures and touch to networking and security this expanded ebook edition adds chapters on documents and data sharing the address book icloud core location and mapkit audio video and mediakit push notifications accessibility in app purchasing with storekit and gamekit whatever your ios development experience it will give you all the expert answers and reliable code you ll need to jumpstart any ios 5 project

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for this book is for intermediate game developers and especially the ones who are generally curious to find out what s new in cocos2d v 3 3 what you will learn build custom sprites with custom animations for the game build interactivity into your game by adding gestures and touch interactions understand ai enemy programming and path finding to make games more exciting add physics to your game to make it more lively and interactive get familiar with the swift and sprite builder implementations along with objective c programming perform hassle free deployment of games built in ios onto android add effects and particle systems to make the game more colorful in detail cocos2d is the world s leading game development framework for developing ios games with the introduction of swift and spritebuilder it has become easier than ever to develop the games of your dreams without much effort with cocos2d you can also deploy the game on android thereby maximizing profit and reducing development and porting costs the book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier you will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes as well as creating transitions between them from there on you will get an understanding of how to program user interactions such as tapping holding and swiping you ll then add accelerometer inputs and physics to the scene and make objects respond back to the inputs a game is practically incomplete without audio being added so this will be covered next the next section will include ways to add artificial intelligence to enemies in the game allowing them to patrol chase and shoot in a projectile manner you will then learn to use nsuserdefault to save and load game progress and create and access files using json plist and xml files for custom storage and retrieval of data then you will learn to add dynamic lighting to your game and will use industry wide tools such as texture packer glyph designer physics editor particle designer and sprite illuminator to create more visually appealing and performance optimized games towards the end of the book we dive into apple s latest programming language swift highlighting the major differences between objective c and swift the book culminates with taking your existing game developed for ios and porting it to android showing you how to install the android xcode plugin as well style and approach the book is written in an extremely lucid and step by step manner it can be understood easily by anyone the topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in

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