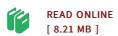




Android Studio Game Development

By DiMarzio, Jerome F.

Condition: New. Publisher/Verlag: Springer, Berlin | Concepts and Design | This short book walks you through the process of creating mobile games using the new Android Studio IDE. Android Studio Game Development introduces you to the key tools in Android Studio and gives you the knowledge you need to develop games in Android Studio. This book takes you from installing Android Studio, through exploring the IDE to creating a new project and setting up GitHub as a VCS. You'll then be well equipped to tackle the game-development topics that make up the rest of the book. You'll learn about OpenGL ES and how to deal with polygons, before mastering image loading and sprite sheets. The final three chapters cover topics vital to successful game development: interactivity. You'll gain skills in reading user input, responding to that input with in-game movement, and detecting collisions. You'll learn: How to create projects in Android StudioHow to use the SDK manager to keep your Android SDK currentHow to commit to and get projects from GitHubHow to use OpenGL ES to load imagesHow to react to player inputHow to debug your games using Android Studio AudienceThis book is for those who may be new to game development who have...



Reviews

A very great pdf with lucid and perfect explanations. It really is rally interesting through reading time period. You wont really feel monotony at at any moment of your own time (that's what catalogs are for about in the event you question me).

-- Keshaun Schneider

Extensive information! Its this sort of great read through. It is amongst the most incredible book i have go through. I realized this publication from my i and dad suggested this book to understand.

-- Prof. Devon Bernhard PhD

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