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Titolo	Android Studio Game Development [[electronic resource]] : Concepts and Design // by Jerome DiMarzio
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	1-4842-1718-7
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (100 p.)
Disciplina	004
Soggetti	Computer games—Programming Programming languages (Electronic computers) Computer programming Game Development Programming Languages, Compilers, Interpreters Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. Installing Android Studio -- 2. Exploring the IDE -- 3. Creating a New Project -- 4. Setting-Up Git Hub as Your VCS -- 5. Intro to Game Development -- 6. OpenGL ES and Polygons -- 7. Loading Images and Sprite Sheets -- 8. Reading User Input -- 9. In-Game Movement -- 10. Collision Detection.
Sommario/riassunto	This one of a kind short book walks any Android developer through the process of creating mobile games using the new Android Studio IDE. What You'll Learn How to create projects in Android Studio How to use the SDK manager to keep your Android SDK current How to commit and get projects to and from Git hub How to use OpenGL ES to load images How to react to player input How to debug your games using Android Studio.