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Titolo	Beginning Java Game Development with LibGDX [[electronic resource]] / / by LEE STEMKOSKI
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	1-4842-1500-1
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (284 p.)
Collana	Expert's Voice in Java
Disciplina	004
Soggetti	Computer games—Programming Computer science Game Development Computer Science, general
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	1. Getting Started with Java and LibGDX -- 2. Using the LibGDX Framework -- 3. Extending the LibGDX Framework -- 4. Audio and Resource Management -- 5. Advanced UI Design -- 6. Alternative Forms of Input -- 7. Integrating Third-Party Software -- 8. Introduction to 3D Programming -- 9. Taking Your Games Further -- Appendix A: Summary of Java Concepts Needed for This Book.
Sommario/riassunto	Design and create video games using Java, with the LibGDX software library. By reading Beginning Java Game Development with LibGDX, you will learn how to design video game programs and how to build them in Java. You will be able to create your own 2D games, using various hardware for input (keyboard/mouse, gamepad controllers, or touchscreen), and create executable versions of your games. The LibGDX library facilitates the game development process by providing pre-built functionality for common tasks. It is a free, open source library that includes full cross-platform compatibility, so programs written using this library can be compiled to run on desktop computers (Windows/MacOS), web browsers, and smartphones/tablets (both Android and iOS). Beginning Java Game Development with LibGDX teaches by example with many game case study projects that you will build throughout the book. This ensures that you will see all of the APIs

that are encountered in the book in action and learn to incorporate them into your own projects. The book also focuses on teaching core Java programming concepts and applying them to game development.

What You Will Learn How to use the LibGDX framework to create a host of 2D arcade game case studies How to compile your game to run on multiple platforms, such as iOS, Android, Windows, and MacOS How to incorporate different control schemes, such as touchscreen, gamepad, and keyboard

Who This Book Is For Readers should have an introductory level knowledge of basic Java programming. In particular, you should be familiar with: variables, conditional statements, loops, and be able to write methods and classes to accomplish simple tasks. This background is equivalent to having taken a first-semester college course in Java programming.
