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   Titolo Marmalade SDK mobile game development essentials [[electronic resource]] : get to grips with the Marmalade SDK to develop games for a wide range of mobile devices, including iOS, Android, and more / / Sean Scaplehorn

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Sommario/riassunto	A practical tutorial that's easy to follow with lots of tips, examples and diagrams, including a full game project that grows with each chapter, This book targets Professional and Indie game developers who want to develop games quickly and easily to run across a huge range of smartphones and tablets. You are expected to have some experience writing games using C++ on other platforms. Its aim is to show how to take your existing skills and apply them to writing games for mobile devices (including iOS and Android) by explaining the use of the Marmalade SDK,Familiarity with games and 3D graphics p