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	Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: AndEngine Game Structure; Introduction; Know the life cycle; Choosing our engine type; Selecting a resolution policy; Creating object factories; Creating the game manager; Introducing sounds and music; Working with different types of textures; Applying texture options; Using AndEngine font resources; Creating the resource manager; Saving and loading game data; Chapter 2: Working with Entities; Introduction; Understanding AndEngine entities; Applying primitives to a layer Bringing a scene to life with spritesApplying text to a layer; Using relative rotation; Overriding the onManagedUpdate method; Using modifiers and entity modifiers; Working with particle systems; Chapter 3: Designing Your Menu; Introduction; Adding buttons to the menu; Adding music to the menu; Applying a background; Using parallax backgrounds to create perspective; Creating our level selection system; Hiding and retrieving layers; Chapter 4: Working with Cameras;

Introduction; Introducing the camera object; Limiting the camera area with the bound camera
Taking a closer look with zoom camerasCreating smooth moves with a smooth camera; Pinch-zoom camera functionality; Stitching a background together; Applying a HUD to the camera; Applying a controller to the display; Coordinate conversion; Creating a split screen game; Chapter 5 : Scene and Layer Management; Introduction; Creating the scene manager; Setting up the resource manager for scene resources; Customizing managed scenes and layers; Setting up an activity to use the scene manager; Chapter 6 : Applications of Physics; Introduction to the Box2D physics extension
Understanding different body typesCreating category-filtered bodies; Creating multiple-fixture bodies; Creating unique bodies by specifying vertices; Using forces, velocities, and torque; Applying anti-gravity to a specific body; Working with joints; Creating a rag doll; Creating a rope; Working with collisions; Using preSolve and postSolve; Creating destructible objects; Raycasting; Chapter 7 : Working with Update Handlers; Getting started with update handlers; Attaching an update handler to an entity; Using update handlers with conditionals; Handling the removal of an entity from the game
Adding game timersSetting entity properties based on the time passed; Chapter 8 : Maximizing Performance; Introduction; Ignoring entity updates; Disabling background window rendering; Limiting simultaneous sound streams; Creating sprite pools; Cutting down render time with sprite groups; Chapter 9 : AndEngine Extensions Overview; Introduction; Creating live wallpaper; Networking with the multiplayer extension; Creating high-resolution graphics with SVG; Color mapping with SVG texture regions; Chapter 10: Getting More From AndEngine; Loading all textures from a folder; Using textured meshes
Applying a sprite-based shadow

| Sommario/riassunto | A Cookbook with wide range of recipes to allow you to learn game development with AndEngine quickly and efficiently. ""AndEngine for Android Game Development Cookbook"" is geared toward developers who are interested in working with the most up-to-date version of AndEngine, sporting the brand new GLES 2.0 branch. The book will be helpful for developers who are attempting to break into the mobile game market with plans to release fun and exciting games while eliminating a large portion of the learning curve that is otherwise inevitable when getting into AndEngine development. This book requires |