Learning Android Game Programming

By Richard A. Rogers

Addison-Wesley (Longman), 2011. Softcover. Book Condition: Neu. Neu Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Build the Next Great Android Game! Learning Android Game Programming is your hands-on, start-to-finish guide to creating winning games for today's rapidly growing Android mobile device marketplace. If you have even basic Android development experience, Rick Rogers will help you build on your knowledge to quickly create low-budget 2D mobile games that sell. The book starts with an up-to-the-minute overview of today's Android mobile games marketplace, reviews each leading genre, and teaches you the foundational concepts of game development. You'll design a simple game, then master every step of game development with AndEngine--the powerful, open source, free game-development engine. Every chapter teaches with sample code you can actually use, including many examples drawn from the published game. 444 pp. Englisch.

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This book will not be effortless to start on reading through but very exciting to learn. It is amongst the most remarkable book i have got go through. Once you begin to read the book, it is extremely difficult to leave it before concluding.
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