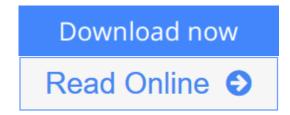# Learning AndEngine

By Martin Varga

Learning AndEngine By Martin Varga

Design and create Android games with the simple but powerful tool AndEngine

About This Book

- Learn how to create quick but complex games for Google Play and the mobile gaming market with the help of AndEngine
- Simulate real-world physics with AndEngine's built-in physics engine, which is used in most popular games
- A focused and systematic guide on AndEngine where you will build one complex and powerful game right from the scratch

Who This Book Is For

If you are a beginner to AndEngine, or mobile game development in general, and you are looking for a simple way to start making games for Android, this book is for you. You should already know the basics of Java programming, but no previous game development experience is required.

What You Will Learn

- Understand the basics of a game engine
- Install all the required software and download and set up AndEngine along with its physics extension
- Design basic game rules and gather game assets
- Create a basic runnable application using AndEngine
- Display text and graphics in the game
- Implement basic interactions between the player and the game, making use of the mobile device sensors
- Simulate real-world physics in-game
- Finish a polished 2D physics-based

In Detail

AndEngine is a very popular open source OpenGL (open graphics library)

Android game engine, used to create mobile games quickly while maintaining the ability to fully customize them.

This book will guide you through the whole development process of creating a mobile game for the Android platform using one of the most popular and easy-to-use game engines available today.

Beginning with the very basics, you will learn how to install AndEngine, gather graphics, add sound and music assets, and design game rules. You will first design an example game and enhance it by adding various features over the course of the book. Each chapter adds more colors, enhances the game, and takes it to the next level. You will also learn how to work with Box2D, a popular 2D physics engine that forms an integral part of some of the most successful mobile games.

By the end of the book, you will be able to create a complete, interactive, and fully featured mobile game for Android and publish it to Google Play.

⬇ Download Learning AndEngine ...pdf

▤ Read Online Learning AndEngine ...pdf

Learning AndEngine

By Martin Varga

Learning AndEngine By Martin Varga

Design and create Android games with the simple but powerful tool AndEngine

About This Book

- Learn how to create quick but complex games for Google Play and the mobile gaming market with the help of AndEngine
- Simulate real-world physics with AndEngine's built-in physics engine, which is used in most popular games
- A focused and systematic guide on AndEngine where you will build one complex and powerful game right from the scratch

Who This Book Is For

If you are a beginner to AndEngine, or mobile game development in general, and you are looking for a simple way to start making games for Android, this book is for you. You should already know the basics of Java programming, but no previous game development experience is required.

What You Will Learn

- Understand the basics of a game engine
- Install all the required software and download and set up AndEngine along with its physics extension
- Design basic game rules and gather game assets
- Create a basic runnable application using AndEngine
- Display text and graphics in the game
- Implement basic interactions between the player and the game, making use of the mobile device sensors
- Simulate real-world physics in-game
- Finish a polished 2D physics-based

In Detail

AndEngine is a very popular open source OpenGL (open graphics library) Android game engine, used to create mobile games quickly while maintaining the ability to fully customize them.

This book will guide you through the whole development process of creating a mobile game for the Android platform using one of the most popular and easy-to-use game engines available today.

Beginning with the very basics, you will learn how to install AndEngine, gather graphics, add sound and music assets, and design game rules. You will first design an example game and enhance it by adding various features over the course of the book. Each chapter adds more colors, enhances the game, and takes it to the next level. You will also learn how to work with Box2D, a popular 2D physics engine that forms an integral part of some of the most successful mobile games.

By the end of the book, you will be able to create a complete, interactive, and fully featured mobile game for Android and publish it to Google Play.

Learning AndEngine By Martin Varga Bibliography

- Sales Rank: #3313917 in Books
- Published on: 2014-10-27
- Released on: 2014-09-10
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .65" w x 7.50" l, 1.09 pounds
- Binding: Paperback
- 365 pages

⬇ **Download** Learning AndEngine ...pdf

▤ **Read Online** Learning AndEngine ...pdf

Editorial Review

About the Author

Martin Varga

Martin Varga is a professional Java developer with a passion for teaching and developing mobile games. He has worked as a senior software engineer in several domains, including telecommunications, mentoring juniors and leading teams of developers. When it was announced that Java will be the language of choice for the Android mobile platform, he seized the opportunity and started his indie game developer career. He is the author of Mr. Dandelion's Adventures, an Android game made with AndEngine, and a few other games used in his tutorials, which are published on his website http://android.kul.is. Alongside the tutorials, he is also trying to promote other indie developers' games and writing game reviews. He's an active member of the AndEngine community and several game development websites, answering questions of newcomers in the indie game development scene daily.

Users Review

From reader reviews:

Elnora Perry:

As people who live in typically the modest era should be up-date about what going on or info even knowledge to make these people keep up with the era that is always change and make progress. Some of you maybe may update themselves by reading through books. It is a good choice for you but the problems coming to an individual is you don't know which you should start with. This Learning AndEngine is our recommendation so you keep up with the world. Why, because book serves what you want and need in this era.

James Jones:

Information is provisions for folks to get better life, information nowadays can get by anyone from everywhere. The information can be a know-how or any news even a concern. What people must be consider when those information which is in the former life are hard to be find than now is taking seriously which one works to believe or which one the resource are convinced. If you get the unstable resource then you get it as your main information there will be huge disadvantage for you. All of those possibilities will not happen within you if you take Learning AndEngine as the daily resource information.

Virginia Shrader:

In this era globalization it is important to someone to get information. The information will make you to definitely understand the condition of the world. The fitness of the world makes the information better to share. You can find a lot of references to get information example: internet, newspaper, book, and soon. You will observe that now, a lot of publisher that will print many kinds of book. The actual book that

recommended to you personally is Learning AndEngine this publication consist a lot of the information of the condition of this world now. This book was represented how does the world has grown up. The words styles that writer make usage of to explain it is easy to understand. The writer made some investigation when he makes this book. Here is why this book suited all of you.

Cesar Benedetto:

On this era which is the greater man or woman or who has ability to do something more are more treasured than other. Do you want to become certainly one of it? It is just simple strategy to have that. What you should do is just spending your time very little but quite enough to experience a look at some books. One of many books in the top checklist in your reading list will be Learning AndEngine. This book which is qualified as The Hungry Inclines can get you closer in turning into precious person. By looking upwards and review this reserve you can get many advantages.

Download and Read Online Learning AndEngine By Martin Varga #O38Z2S1IJAM

Read Learning AndEngine By Martin Varga for online ebook

Learning AndEngine By Martin Varga Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Learning AndEngine By Martin Varga books to read online.

Online Learning AndEngine By Martin Varga ebook PDF download

Learning AndEngine By Martin Varga Doc

Learning AndEngine By Martin Varga Mobipocket

Learning AndEngine By Martin Varga EPub