

AndEngine for Android Game Development Cookbook

Von Jayme Schroeder, Brian Broyles

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Von Jayme Schroeder, Brian Broyles : AndEngine for Android Game Development Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised AndEngine for Android Game Development Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. 1AVon Stefan HennemannFr Erfahrene Programmierer eine sehr gute An- und Einleitung fr eine der besten kostenlosen Android Libraries im Bereich Game-Development. Sehr einfach beschrieben. Wer ber genug Englischkenntnisse verfgt, die fr die Programmierung ohnehin notwendig sind, wird hier bestens mit allen Infos versorgt.0 von 0 Kunden fanden die folgende Rezension hilfreich. Super Einfhrung fr Anfnger, super Tipps fr Fortgeschritte!Von MatthiasDas "Cookbook" ist das bislang erste Buch fr Andengine GLES 2.0 und bietet meiner Meinung nach eine wirklich gute Einfhrung in die Prinzipien und Grundlagen in diese Android-Engine. Neben zahlreichen Code-Bespielen gibts auch sehr gute Erklrunen und Tipps, wie man Spiele von Grund auf konzipieren kann/sollte. Besonders gut ist meiner Meinung nach auch die Struktur des Buches. Von allgemeinen Prinzipien hin zur konkreten Spiel-Programmierung ist

alles dabei.absoluter Kauf Tipp!

Kurzbeschreibung In Detail AndEngine is a broad 2D game engine which allows game developers, both experienced and inexperienced, to develop games for the Android platform with ease. Don't be fooled by the simplicity, though. As easy as it is to pick up and go, AndEngine includes enough functionality to bring any type of 2D game world to life. The "AndEngine for Android Game Development Cookbook" contains all of the necessary information and examples in order to build the games as you imagine them. The book's recipes will walk you through the various aspects of game design with AndEngine and provides detailed instructions on how to achieve some of the most desirable effects for your games. The "AndEngine for Android Game Development Cookbook" begins with detailed information on some of the more useful structuring techniques in game design and general aspects of resource management. Continuing on, the book will begin to discuss AndEngine entities, including sprites, text, meshes, and more. Everything from positioning, to modifiers, and even tips on improving entity functionality with raw OpenGL capabilities. From here on, everything from applying physics to your game, working with multi-touch events and gestures, game optimization, and even an overview of the various AndEngine extensions will be covered. The book has a widerange of recipes, from saving and loading game data, applying parallax backgrounds to create a seemingly 3D world, relying on touch events to zoom the game camera, taking screen-shots of the device's screen, and performance optimization using object pools. If physics-based games are more interesting to you, there's also a list of recipes ranging from controlling the world forces and calculating forces applied to bodies, creating destructible objects, and even creating rag-dolls. Pong styled games were fun 35 years ago, but it is time to take your game to the next level with the AndEngine for Android Game Development Cookbook. Approach A Cookbook with wide range of recipes to allow you to learn game development with AndEngine quickly and efficiently Who this book is for "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 a working installation of eclipse and the required libraries, including AndEngine and its various extensions set up prior to working with the recipes.

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ber den Autor und weitere Mitwirkende Jayme Schroeder Jayme Schroeder was introduced to computers at a very young age. By 11, he had started creating modifications and level packs for his favorite game. By age 16, he had found his true passion in game development and network programming in C++ and OpenGL. In early 2011, Jayme had received an Android smartphone and immediately fell in love with the development experience. Since then, he has been researching and developing for the Android platform on a daily basis. Brian Broyles Brian Broyles is a freelance programmer and 2D/3D graphic designer with over 12

years of experience. Before entering the mobile development industry in 2010 as the lead programmer of IFL Game Studio, he designed advanced artificial intelligence systems and graphical effects for interactive PC applications. In addition to his vast programming and design experience, he is also a commercial pilot, instrument flight instructor, and advanced instrument ground instructor.