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Mastering LibGDX Game Development (Paperback)

By Patrick Hoey

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Leverage the power of LibGDX to create a fully functional, customizable RPG game for your own commercial title About This Book * Learn game architecture and design patterns with concrete examples using proper software engineering principles * Save time and money with this handy reference guide for future game development with LibGDX * Design and develop a fully functional RPG video game from scratch with a hands on, step-by-step approach using LibGDX Who This Book Is For If you are an intermediate-level game developer who wants to create an RPG video game but found the creation process overwhelming, either by lack of tutorials or by getting lost in a sea of game-related technologies, engines, or frameworks, then this book is for you. This book assumes familiarity with Java and some basic knowledge of LibGDX. What You Will Learn * Develop characters with stat attributes, player movement, animation, physics, and collision detection * Create interactive NPC characters with speech windows and build immersion via dialog trees * Build inventory management system UIs with drag and drop items...



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