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LibGDX Cross Platform Development Blueprints

By Indraneel Potnis

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By Indraneel Potnis : LibGDX Cross Platform Development Blueprints packt publishing provides technology ebooks books and videos to help it developers and administrators to put software and tools to work in new ways lumberyard amazons version of the venerable cryengine is now available in source code form on github this does not however mean that the lumberyard game engine LibGDX Cross Platform Development Blueprints:

Key FeaturesLearn how to make a complete game from scratch using the LibGDX frameworkDiscover different aspects of game development optimize them and implement them in your gamesThis is a comprehensive guide packed with concepts that are covered in an incremental mannerBook DescriptionLibGDX is a very popular open source game framework for the Java programming language It features deployment to multiple platform

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