

Building Android Games with Cocos2d-x

By Raydelto Hernandez

ebooks | Download PDF | *ePub | DOC | audiobook



 Download

 Read Online

| #3549188 in Books | 2015-03-27 | 2015-03-30 | Original language: English | PDF # 1 | 9.25 x .37 x 7.50l, .63 | File type: PDF | 147 pages | File size: 59.Mb

By Raydelto Hernandez : Building Android Games with Cocos2d-x Building Android Games with Cocos2d-x:

1 of 1 review helpful It s OK but not much different By aseem gupta Since lots of beginner level cocos2d x books in english has been published till now Here are Some pros and cons of this one which I feel as compared to other books
PROS Features exlusive to this book and it not present in other cocos2d x english book Major thing 1 JNI dis

[Mobile library]
epub pdf

textbooks review

summary

Related:

[Build iOS Games with Sprite Kit: Unleash Your Imagination in Two Dimensions](#)

[Apache Cordova 4 Programming \(Mobile Programming\)](#)

[Beginning Samsung ARTIK: A Guide for Developers](#)

[Data-driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go](#)

[iOS Game Development By Example](#)

[Mastering Android Application Development](#)

[CORS in Action: Creating and consuming cross-origin APIs](#)

[Sams Teach Yourself Android Game Programming in 24 Hours](#)

[The Little Book on CoffeeScript: The JavaScript Developer's Guide to Building Better Web Apps](#)

[Android User Interface Design: Turning Ideas and Sketches into Beautifully Designed Apps \(Usability\)](#)