

AndEngine for Android Game Development Cookbook

By Jayme Schroeder, Brian Broyles

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By Jayme Schroeder, Brian Broyles : AndEngine for Android Game Development Cookbook packt publishing provides technology ebooks books and videos to help it developers and administrators to put software and tools to work in new ways current file 2 20141028 20141112 john wiley and sons information technology and software development adobe creative team adobe press digital media AndEngine for Android Game Development Cookbook:

7 of 7 review helpful AndEngine is Awesome By Red And so is this book as long as you have a little more experience with AndEngine than they say you need The recipes are great but I had to rely on previous tutorials from other sources I found online to get through some of it and I consider myself an intermediate Android developer You cannot use this book alone as a beginner but otherwise it s very well done 0 of 0 r AndEngine is a simple but powerful 2D game engine that rsquo s ideal for developers who want to create mobile games This cookbook will get you up to speed with

the latest features and techniques quickly and practically Overview Step by step detailed instructions and information on a number of AndEngine functions including illustrations and diagrams for added support and results Learn all about the various aspects of AndEngine wi About the Author 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

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