AndEngine for Android Game Development Cookbook

By Jayme Schroeder, Brian Broyles

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles

AndEngine is a simple but powerful 2D game engine that'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 with prime and practical examples, useful for bringing your ideas to life.
- Improve the performance of past and future game projects with a collection of useful optimization tips.
- Structure your applications in a manner that provides a smooth flow from splash screen to level selection, to game play.

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.

What you will learn from this book

- Create your ultimate Android games with ease using recipes that take advantage of AndEngine's powerful framework and extensions.
- Make your games playable across a vast range of devices by implementing multi-touch, performance-optimizations, and accurate, screen-resolution scaling.
- Construct a customizable, front-end framework that simplifies menu and level creation.
- Use the Box2D extension to generate realistic, physics-based gameplay and simulations.
- Take advantage of source code for a full-featured game built with AndEngine.
- Make the most of vector-based graphics with AndEngine's SVG extension.
- Build animated, responsive Live-Wallpapers for Android's home screen using the AndEngine's Live-Wallpaper extension.
- Control every aspect of interaction that players have with your games by managing the Android application lifecycles.

⬇ Download AndEngine for Android Game Development Cookbook ...pdf

▤ Read Online AndEngine for Android Game Development Cookbook ...pdf

AndEngine for Android Game Development Cookbook

By Jayme Schroeder, Brian Broyles

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles

AndEngine is a simple but powerful 2D game engine that'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 with prime and practical examples, useful for bringing your ideas to life.
- Improve the performance of past and future game projects with a collection of useful optimization tips.
- Structure your applications in a manner that provides a smooth flow from splash screen to level selection, to game play.

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.

What you will learn from this book

- Create your ultimate Android games with ease using recipes that take advantage of AndEngine's powerful framework and extensions.
- Make your games playable across a vast range of devices by implementing multi-touch, performance-optimizations, and accurate, screen-resolution scaling.
- Construct a customizable, front-end framework that simplifies menu and level creation.
- Use the Box2D extension to generate realistic, physics-based gameplay and simulations.
- Take advantage of source code for a full-featured game built with AndEngine.
- Make the most of vector-based graphics with AndEngine's SVG extension.
- Build animated, responsive Live-Wallpapers for Android's home screen using the AndEngine's Live-Wallpaper extension.
- Control every aspect of interaction that players have with your games by managing the Android application lifecycles.

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles Bibliography

- Sales Rank: #2690340 in Books
- Published on: 2013-01-14
- Released on: 2013-01-14
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .86" w x 7.50" l, 1.44 pounds
- Binding: Paperback
- 380 pages

⬇ **Download** AndEngine for Android Game Development Cookbook ...pdf

▤ **Read Online** AndEngine for Android Game Development Cookbook ...pdf

Editorial Review

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 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.

Users Review

From reader reviews:

Vicky Penn:

Nowadays reading books be a little more than want or need but also turn into a life style. This reading routine give you lot of advantages. The benefits you got of course the knowledge your information inside the book in which improve your knowledge and information. The info you get based on what kind of guide you read, if you want attract knowledge just go with knowledge books but if you want experience happy read one with theme for entertaining for example comic or novel. Typically the AndEngine for Android Game Development Cookbook is kind of e-book which is giving the reader unforeseen experience.

Bertram Staten:

Hey guys, do you would like to finds a new book to learn? May be the book with the headline AndEngine for Android Game Development Cookbook suitable to you? The actual book was written by well-known writer in this era. The book untitled AndEngine for Android Game Development Cookbookis the main one of several books that will everyone read now. That book was inspired a number of people in the world. When you read this publication you will enter the new shape that you ever know before. The author explained their thought in the simple way, and so all of people can easily to recognise the core of this publication. This book will give you a wide range of information about this world now. To help you see the represented of the world

with this book.

Leslie James:

Often the book AndEngine for Android Game Development Cookbook has a lot of information on it. So when you read this book you can get a lot of profit. The book was published by the very famous author. The author makes some research previous to write this book. This specific book very easy to read you can obtain the point easily after looking over this book.

Betty Dansby:

The reason why? Because this AndEngine for Android Game Development Cookbook is an unordinary book that the inside of the publication waiting for you to snap this but latter it will zap you with the secret this inside. Reading this book alongside it was fantastic author who all write the book in such awesome way makes the content inside easier to understand, entertaining way but still convey the meaning totally. So , it is good for you because of not hesitating having this anymore or you going to regret it. This excellent book will give you a lot of benefits than the other book get such as help improving your proficiency and your critical thinking way. So , still want to postpone having that book? If I ended up you I will go to the guide store hurriedly.

Download and Read Online AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles #G6BWH3P89Z2

Read AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles for online ebook

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles books to read online.

Online AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles ebook PDF download

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles Doc

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles Mobipocket

AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles EPub

G6BWH3P89Z2: AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles