



Mastering LibGDX Game Development

Patrick Hoey

Download now

[Click here](#) if your download doesn't start automatically

Mastering LibGDX Game Development

Patrick Hoey

Mastering LibGDX Game Development Patrick Hoey

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 to sell, buy, and equip
- Design a quest system to expand out the content of your game
- Form interesting enemies with battle mechanics and spawn points
- Devise scripted cutscenes to add an element of story and drama
- Develop save and load game profiles
- Create special effects to give the game extra juiciness and polish, and help build the atmosphere

In Detail

LibGDX is a Java-based framework developed with a heavy emphasis on performance, and includes cross-platform support out of the box (Windows, OS X, Linux, iOS, Android, and HTML5) as well as providing all the low-level functionality so that you can focus on developing your game and not battling with the platform. LibGDX also has an engaged and responsive community, active maintenance, and is available for free without a prohibitive license.

Starting from the beginning, this book will take you through the entire development process of creating an RPG video game using LibGDX.

First, this book will introduce you to the features specific to RPG games, as well as an overview of game architecture. Then, you will create map locations, develop character movement, add animation, integrate

collision detection, and develop a portal system. Next, you will learn and develop a HUD and other UI components, as well as an inventory management system. You will then develop NPC interactions including dialog trees, shopkeepers, and quest givers. After this, you will design and create battle features for fighting enemies, as well as event triggers for world events. Finally, you will add the final polish with sound, music, and lighting effects.

By the end of this book, you will have learned and applied core components from the LibGDX framework, as well as have a finished game to use as a springboard for customization and story development for your own commercial video game.

Style and approach

This book walks you through the concepts and implementation of developing a complete RPG game, unfolding chapter by chapter and building upon previous concepts. Each chapter can be used as an individual reference with diagrams to explain core concepts with concrete example code explained in detail.

 [Download Mastering LibGDX Game Development ...pdf](#)

 [Read Online Mastering LibGDX Game Development ...pdf](#)

Download and Read Free Online Mastering LibGDX Game Development Patrick Hoey

From reader reviews:

David Sweet:

The book Mastering LibGDX Game Development make one feel enjoy for your spare time. You may use to make your capable much more increase. Book can being your best friend when you getting anxiety or having big problem with your subject. If you can make examining a book Mastering LibGDX Game Development for being your habit, you can get considerably more advantages, like add your current capable, increase your knowledge about a few or all subjects. You are able to know everything if you like open and read a book Mastering LibGDX Game Development. Kinds of book are several. It means that, science book or encyclopedia or other folks. So , how do you think about this book?

Shirley Raine:

Hey guys, do you would like to finds a new book to study? May be the book with the subject Mastering LibGDX Game Development suitable to you? The book was written by well-known writer in this era. Typically the book untitled Mastering LibGDX Game Development is one of several books this everyone read now. This specific book was inspired a number of people in the world. When you read this reserve you will enter the new dimension that you ever know just before. The author explained their concept in the simple way, so all of people can easily to be aware of the core of this publication. This book will give you a wide range of information about this world now. So you can see the represented of the world in this particular book.

Kenneth Poor:

Reading can called thoughts hangout, why? Because while you are reading a book particularly book entitled Mastering LibGDX Game Development your mind will drift away trough every dimension, wandering in each aspect that maybe not known for but surely can be your mind friends. Imaging each and every word written in a e-book then become one contact form conclusion and explanation that maybe you never get ahead of. The Mastering LibGDX Game Development giving you one more experience more than blown away the mind but also giving you useful information for your better life with this era. So now let us show you the relaxing pattern this is your body and mind will probably be pleased when you are finished looking at it, like winning a. Do you want to try this extraordinary spending spare time activity?

Edward Chavez:

Reading a book make you to get more knowledge from it. You can take knowledge and information coming from a book. Book is prepared or printed or illustrated from each source that will filled update of news. On this modern era like today, many ways to get information are available for you. From media social including newspaper, magazines, science e-book, encyclopedia, reference book, novel and comic. You can add your knowledge by that book. Ready to spend your spare time to open your book? Or just looking for the Mastering LibGDX Game Development when you desired it?

**Download and Read Online Mastering LibGDX Game Development
Patrick Hoey #7YE0LU6X2G1**

Read Mastering LibGDX Game Development by Patrick Hoey for online ebook

Mastering LibGDX Game Development by Patrick Hoey 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 Mastering LibGDX Game Development by Patrick Hoey books to read online.

Online Mastering LibGDX Game Development by Patrick Hoey ebook PDF download

Mastering LibGDX Game Development by Patrick Hoey Doc

Mastering LibGDX Game Development by Patrick Hoey Mobipocket

Mastering LibGDX Game Development by Patrick Hoey EPub