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MONKEY GAME DEVELOPMENT: BEGINNER'S GUIDE (CREATE MONETIZED 2D GAMES DEPLOYABLE TO ALMOST ANY PLATFORM)



Shroff Publishers & Distributors Pvt. Ltd., 2013. Softcover. Book Condition: New. What you will learn from this book Implement collision detection and optimize it for mobile devices Handle game controls via touch, keyboard, mouse and accelerometer input Load and playback sound effects and music Sign your applications and publish them to different markets Use 3rd party modules like the fantomEngine game framework to speed up your game development process Store the data of your different game objects effectively in lists,...

Read PDF Monkey Game Development: Beginner's Guide (Create monetized 2D games deployable to almost any platform)

- Authored by Michael Hartlef
- Released at 2013



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Reviews

Very useful to any or all group of men and women. I am quite late in start reading this one, but better then never. You are going to like just how the blogger publish this book.

-- **Kristian Nader**

It is fantastic and great. Sure, it is perform, nonetheless an amazing and interesting literature. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Conor Grant**

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