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KEY=COOKBOOK - CONRAD WELCH

LIBGDX CROSS-PLATFORM GAME DEVELOPMENT COOKBOOK

Packt Publishing Ltd **If you want to make cross-platform games without the hassle and dangers of writing platform-specific code, or If you are a game programmer who may have some experience with Java and you want to learn everything you need to know about Libgdx to produce awesome work, this is the book for you. To take full advantage of the recipes in this book, you are expected to be familiar with java with good game programming knowledge.**

LIBGDX GAME DEVELOPMENT BY EXAMPLE

Packt Publishing Ltd **Learn how to create your very own game using the libGDX cross-platform framework About This Book Learn the core features of libGDX to develop your own exciting games Explore game development concepts through example projects Target games for major app stores quickly and easily with libGDX's cross-platform functionality Who This Book Is For This book is intended for those who wish to learn the concepts of game development using libGDX. An understanding of Java and other programming languages would definitely be helpful, although it is not a must. What You Will Learn Create and configure a libGDX project to get started with making games Get to grips with a simple game loop that will drive your games Manage game assets to reduce code duplication and speed up development Pack game assets together into single assets to increase your game's performance Display textures on the screen and manipulate them with play input Play various types of sounds that a game can generate Design and modify a game user interface with libGDX's built-in tools Develop a game that will run across various platforms In Detail LibGDX is a cross-platform game development framework in Java that makes game programming easier and fun to do. It currently supports Windows, Linux, Mac OS X, Android, and HTML5. With a vast feature set on offer, there isn't a game that can't be made using libGDX. It allows you to write your code once and deploy it to multiple platforms without modification. With cross-platform delivery at its heart, a game can be made to target the major markets quickly and cost effectively. This book starts with a simple game through which the game update cycle is explained, including loading textures onto your screen, moving them around, and responding to input. From there you'll move on to more advanced concepts such as creating a formal game structure with a menu screen, adding a game screen and loading screen, sprite sheets, and animations. You'll explore how to introduce a font to optimize text, and with the help of a game that you'll create, you'll familiarise yourself with the 2D tile map API to create worlds that scroll as the characters move. In the final sample game of the book, you'll implement a basic version of an Angry Birds clone, which will allow you to use the physic library box2D that libGDX provides access to. An overview of exporting games to different platforms is then provided. Finally, you will discover how to integrate third-party services into games and take a sneak peak at the Social Media API to get a basic understanding of how it fits into the libGDX ecosystem. Style and approach With this book you'll learn game development with libGDX through example game projects. You'll finish the book with a thorough understanding of libGDX game development, along with completed games that you'll have built yourself.**

MASTERING LIBGDX GAME DEVELOPMENT

Packt Publishing Ltd **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.

LEARNING LIBGDX GAME DEVELOPMENT - SECOND EDITION

Packt Publishing Ltd This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX. Basic knowledge of Java programming and game development is required.

ANDROID 9 DEVELOPMENT COOKBOOK

OVER 100 RECIPES AND SOLUTIONS TO SOLVE THE MOST COMMON PROBLEMS FACED BY ANDROID DEVELOPERS, 3RD EDITION

Packt Publishing Ltd Build feature-rich, reliable Android Pie apps with the help of more than 100 proven industry standard recipes and strategies. Key Features Uncover the latest features in Android 9 Pie to make your applications stand out Develop Android Pie applications with the latest mobile technologies, from set up to security Get up-to-speed with Android Studio 3 and its impressive new features Book Description The Android OS has the largest installation base of any operating system in the world. There has never been a better time to learn Android development to write your own applications, or to make your own contributions to the open source community! With this extensively updated cookbook, you'll find solutions for working with the user interfaces, multitouch gestures, location awareness, web services, and device features such as the phone, camera, and accelerometer. You also get useful steps on packaging your app for the Android Market. Each recipe provides a clear solution and sample code you can use in your project from the outset. Whether you are writing your first app or your hundredth, this is a book that you will come back to time and time again, with its many tips and tricks on the rich features of Android Pie. What you will learn Develop applications using the latest Android framework while maintaining backward-compatibility with the support library Create engaging applications using knowledge gained from recipes on graphics, animations, and multimedia Work through succinct steps on specifics that will help you complete your project faster Add location awareness to your own app with examples using the latest Google Play services API Utilize Google Speech Recognition APIs for your app Who this book is for If you are new to Android development and want to take a hands-on approach to learning the framework, or if you are an experienced developer in need of clear working code to solve the many challenges in Android development, you will benefit from this book. Either way, this is a resource you'll want to keep on your desk as a quick reference to help you solve new problems as you tackle more challenging projects.

ANDENGINE FOR ANDROID GAME DEVELOPMENT COOKBOOK

Packt Publishing Ltd A Cookbook with wide range of recipes to allow you to learn game development with AndEngine quickly and efficiently. "AndEngine for Android Game Development Cookbook" is geared toward developers who are interested in working with the most up-to-date version of AndEngine, sporting the brand new GLES 2.0 branch. The book will be

helpful for developers who are attempting to break into the mobile game market with plans to release fun and exciting games while eliminating a large portion of the learning curve that is otherwise inevitable when getting into AndEngine development. This book requires a working installation of eclipse and the required libraries, including AndEngine and its various extensions set up prior to working with the recipes.

JAVA GAME DEVELOPMENT WITH LIBGDX

FROM BEGINNER TO PROFESSIONAL

Apress Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

BUILDING A 3D GAME WITH LIBGDX

Packt Publishing Ltd Learn how to build an exciting 3D game with LibGDX from scratch About This Book Implement an exhaustive list of features that LibGDX unleashes to build your 3D game. Write, test, and debug your application on your desktop and deploy them on multiple platforms. Gain a clear understanding of the physics behind LibGDX and libraries like OpenGL and WebGL that make up LibGDX. Who This Book Is For If you are a game developer or enthusiasts who want to build 3D games with LibGDX, then this book is for you. A basic knowledge of LibGDX and Java programming is appreciated. What You Will Learn Learn the potential of LibGDX in game development Understand the LibGDX architecture and explore platform limitation and variations Explore the various approaches for game development using LibGDX Learn about the common mistakes and possible solutions of development Discover the 3D workflow with Blender and how it works with LibGDX Implement 3D models along with textures and animations into your games Familiarize yourself with Scene2D and its potential to boost your game's design In Detail LibGDX is a hugely popular open source, cross-platform, Java-based game development framework built for the demands of cross-platform game development. This book will teach readers how the LibGDX framework uses its 3D rendering API with the OpenGL wrapper, in combination with Bullet Physics, 3D Particles, and Shaders to develop and deploy a game application to different platforms You will start off with the basic IntelliJ environment, workflow and set up a LibGDX project with necessary APIs for 3D development. You will then go through LibGDX's 3D rendering API main features and talk about the camera used for 3D. Our next step is to put everything together to build a basic 3D game with Shapes, including basic gameplay mechanics and basic UI. Next you will go through modeling, rigging, and animation in Blender. We will then talk about refining mechanics, new input implementations, implementing enemy 3D models, mechanics, and gameplay balancing. The later part of this title will help you to manage secondary resources like audio, music and add 3D particles in the game to make the game more realistic. You will finally test and deploy the app on a multitude of different platforms, ready to start developing your own titles how you want! Style and approach A step by step guide on building a 3D game with LibGDX and implementing an exhaustive list of features that you would wish to incorporate into your 3D game

MULTIDISCIPLINARY PERSPECTIVES ON HUMAN CAPITAL AND INFORMATION TECHNOLOGY PROFESSIONALS

IGI Global In this technological age, the information technology (IT) industry is an important facet of society and business. The IT industry is able to become more efficient and successful through the examination of its structure and a larger understanding of the individuals that work in the field. Multidisciplinary Perspectives on Human Capital and Information Technology Professionals is a critical scholarly resource that focuses on IT as an industry and examines it from an array of academic viewpoints. Featuring coverage on a wide range of topics, such as employee online communities, role stress, and competence frameworks, this book is targeted toward academicians, students, and researchers seeking relevant research on IT as an industry.

BEGINNING ANDROID GAMES

Apress Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets. **Beginning Android Games, Third Edition** gives you everything you need to branch out and write your own Android games for a variety of hardware. Do you have an awesome idea for the next break-through mobile gaming title? **Beginning Android Games** will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in Android. **What You'll Learn** Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games **Who This Book Is For** People with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform.

JQUERY GAME DEVELOPMENT ESSENTIALS

Packt Publishing Ltd Written as a concise yet practical guide with an explicit focus on utilizing jQuery for game development, you'll learn how to create stunning games that look great without the hassle of learning about a complex game engine in the process. Knowledge of JavaScript and jQuery as well as basic experience with frontend development is all you need to start making games in a matter of hours with this essential guide. Whilst also suitable for those who simply want to start making games with jQuery, it's specifically targeted at web developers that want to experiment with and utilize their existing skills.

BEGINNING 3D GAME DEVELOPMENT WITH UNITY

ALL-IN-ONE, MULTI-PLATFORM GAME DEVELOPMENT

Apress **Beginning 3D Game Development with Unity** is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

SFML GAME DEVELOPMENT BY EXAMPLE

Packt Publishing Ltd Create and develop exciting games from start to finish using SFML **About This Book** Familiarize yourself with the SFML library and explore additional game development techniques Craft, shape, and improve your games with SFML and common game design elements A practical guide that will teach you how to use utilize the SFML library to build your own, fully functional applications **Who This Book Is For** This book is intended for game development enthusiasts with at least decent knowledge of the C++ programming language and an optional background in game design. **What You Will Learn** Create and open a window by using SFML Utilize, manage, and apply all of the features and properties of the SFML library Employ some basic game development techniques to make your game tick Build your own code base to make your game more robust and flexible Apply common game development and programming patterns to solve design problems Handle your visual and auditory resources properly Construct a robust system for user input and interfacing Develop and provide networking capabilities to your game **In Detail** Simple and Fast Multimedia Library (SFML) is a simple interface comprising five modules, namely, the audio, graphics, network, system, and window modules, which help to develop cross-platform media applications. By utilizing the SFML library, you are provided with the ability to craft games quickly and easily, without going through an extensive learning curve. This effectively serves as a confidence booster, as well as a way to delve into the

game development process itself, before having to worry about more advanced topics such as “rendering pipelines” or “shaders.” With just an investment of moderate C++ knowledge, this book will guide you all the way through the journey of game development. The book starts by building a clone of the classical snake game where you will learn how to open a window and render a basic sprite, write well-structured code to implement the design of the game, and use the AABB bounding box collision concept. The next game is a simple platformer with enemies, obstacles and a few different stages. Here, we will be creating states that will provide custom application flow and explore the most common yet often overlooked design patterns used in game development. Last but not the least, we will create a small RPG game where we will be using common game design patterns, multiple GUI elements, advanced graphical features, and sounds and music features. We will also be implementing networking features that will allow other players to join and play together. By the end of the book, you will be an expert in using the SFML library to its full potential. Style and approach An elaborate take on the game development process in a way that compliments the reader's existing knowledge, this book provides plenty of examples and is kind to the uninitiated. Each chapter builds upon the knowledge gained from the previous one and offers clarifications on common issues while still remaining within the scope of its own subject and retaining clarity.

BEGINNING JAVA GAME DEVELOPMENT WITH LIBGDX

Apress Design and create video games using Java, with the LibGDX software library. By reading *Beginning Java Game Development with LibGDX*, you will learn how to design video game programs and how to build them in Java. You will be able to create your own 2D games, using various hardware for input (keyboard/mouse, gamepad controllers, or touchscreen), and create executable versions of your games. The LibGDX library facilitates the game development process by providing pre-built functionality for common tasks. It is a free, open source library that includes full cross-platform compatibility, so programs written using this library can be compiled to run on desktop computers (Windows/MacOS), web browsers, and smartphones/tablets (both Android and iOS). *Beginning Java Game Development with LibGDX* teaches by example with many game case study projects that you will build throughout the book. This ensures that you will see all of the APIs that are encountered in the book in action and learn to incorporate them into your own projects. The book also focuses on teaching core Java programming concepts and applying them to game development. **What You Will Learn** How to use the LibGDX framework to create a host of 2D arcade game case studies How to compile your game to run on multiple platforms, such as iOS, Android, Windows, and MacOS How to incorporate different control schemes, such as touchscreen, gamepad, and keyboard **Who This Book Is For** Readers should have an introductory level knowledge of basic Java programming. In particular, you should be familiar with: variables, conditional statements, loops, and be able to write methods and classes to accomplish simple tasks. This background is equivalent to having taken a first-semester college course in Java programming.

BEGINNING ANDROID 4 GAMES DEVELOPMENT

Apress *Beginning Android 4 Games Development* offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? *Beginning Android 4 Games Development* will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

OPENGL ES 2 FOR ANDROID

A QUICK-START GUIDE

Pragmatic Bookshelf Printed in full color. Android is booming like never before, with millions of devices shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models,

and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

UNITY GAME DEVELOPMENT COOKBOOK

ESSENTIALS FOR EVERY GAME

O'Reilly Media Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software. Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race. Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

LIBGDX GAME DEVELOPMENT ESSENTIALS

If you are a Java developer who wants to learn LibGDX and create great games, then this book is for you. To take full advantage of this book, you are expected to be familiar with Java or any other object-oriented language. Experience of using Eclipse will be very useful.

GAME AI PRO 2

COLLECTED WISDOM OF GAME AI PROFESSIONALS

CRC Press Game AI Pro2: Collected Wisdom of Game AI Professionals presents cutting-edge tips, tricks, and techniques for artificial intelligence (AI) in games, drawn from developers of shipped commercial games as well as some of the best-known academics in the field. It contains knowledge, advice, hard-earned wisdom, and insights gathered from across the community of developers and researchers who have devoted themselves to game AI. In this book, 47 expert developers and researchers have come together to bring you their newest advances in game AI, along with twists on proven techniques that have shipped in some of the most successful commercial games of the last few years. The book provides a toolbox of proven techniques that can be applied to many common and not-so-common situations. It is written to be accessible to a broad range of readers. Beginners will find good general coverage of game AI techniques and a number of comprehensive overviews, while intermediate to expert professional game developers will find focused, deeply technical chapters on specific topics of interest to them. Covers a wide range of AI in games, with topics applicable to almost any game. Touches on most, if not all, of the topics necessary to get started in game AI. Provides real-life case studies of game AI in published commercial games. Gives in-depth, technical solutions from some of the industry's best-known games. Includes downloadable demos and/or source code, available at <http://www.gameapro.com>

JMONKEYENGINE 3.0 COOKBOOK

Packt Publishing Ltd If you are a jMonkey developer or a Java developer who is interested to delve further into the game making process to expand your skillset and create more technical games, then this book is perfect for you.

REACT DESIGN PATTERNS AND BEST PRACTICES

Packt Publishing Ltd Build modular applications that are easy to scale using the most powerful components and design patterns that React can offer you right now. About This Book Dive into the core patterns and components of React.js in order to master your application's design. Improve their debugging skills using the DevTools. This book is packed with easy-to-follow examples that can be used to create reusable code and extensible designs. Who This Book Is For If you want to increase your understanding of React and apply it to real-life

application development, then this book is for you. **What You Will Learn** Write clean and maintainable code Create reusable components applying consolidated techniques Use React effectively in the browser and node Choose the right styling approach according to the needs of the applications Use server-side rendering to make applications load faster Build high-performing applications by optimizing components **In Detail** Taking a complete journey through the most valuable design patterns in React, this book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. It will help you to make your applications more flexible, perform better, and easier to maintain - giving your workflow a huge boost when it comes to speed without reducing quality. We'll begin by understanding the internals of React before gradually moving on to writing clean and maintainable code. We'll build components that are reusable across the application, structure applications, and create forms that actually work. Then we'll style React components and optimize them to make applications faster and more responsive. Finally, we'll write tests effectively and you'll learn how to contribute to React and its ecosystem. By the end of the book, you'll be saved from a lot of trial and error and developmental headaches, and you will be on the road to becoming a React expert. **Style and approach** The design patterns in the book are explained using real-world, step-by-step examples. For each design pattern, there are hints about when to use it and when to look for something more suitable. This book can also be used as a practical guide, showing you how to leverage design patterns.

CROSS GAME

VIZ Media LLC **Cross Game** is a moving drama that is heartfelt and true, yet in the brilliant hands of manga artist Mitsuru Adachi, delightfully flows with a light and amusing touch. The series centers around a boy named Ko, the family of four sisters who live down the street and the game of baseball. This poignant coming-of-age story will change your perception of what shonen manga can be. -- VIZ Media

REACT NATIVE COOKBOOK

Take your React Native application development to the next level with this large collection of recipes **About This Book*** Build rich and engaging user experiences in React Native while maintaining peak application performance* Leverage the best of iOS and Android for React Native development while maximizing code reuse and cohesion* Implement architecture patterns in your React Native application that support efficient data access, routing, and testing **Who This Book Is For** This book is for web developers who are familiar with React.js and know basics of UI development. You may or may not have used React Native before, but it's ideal for you if you want to develop native applications for iOS and Android using React Native. Existing knowledge of JavaScript ES2015 is highly recommended. **What You Will Learn*** Build simple and complex user interfaces using React Native* Create advanced animations for UI components* Build universal apps that run on phones and tablets* Leverage Redux to manage application flow and data* Expose both custom native UI components and application logic to React Native* Integrate with existing native applications on iOS and Android* Deploy our React Native application to the Google Play and Apple App Store* Add automated testing to our React Native application **In Detail** React has taken the web development world by storm. It is only natural that the unique architecture and its ecosystem of third-party support be applied to native application development. This book will take you through the basics of React Native development all the way through some more advanced components. In this book, we will cover topics in React Native ranging from adding basic UI components to successfully deploying for multiple target platforms. The book follows a top-down approach beginning with building rich user interfaces. These UIs will be created with both built-in and custom components that you will create, style and animate. You will then learn about different strategies for working with data, including leveraging the popular Redux library and optimizing the performance of the application. Then you will step further into exposing native device functionality. Finally, we will discuss how to put our application into production and maintain its reliability.

BEGINNING UNREAL GAME DEVELOPMENT

FOUNDATION FOR SIMPLE TO COMPLEX GAMES USING UNREAL ENGINE 4

Apress Get started creating video games using Unreal Engine 4 (UE4) and learning the fundamentals of game development. Through hands-on, step-by-step tutorials, you will learn to design engaging environments and a build solid foundation for more complex games. Discover how to utilize the 3D game design software behind the development of immensely popular games for PC, console, and mobile. **Beginning Unreal Game Development** steers you through the fundamentals of game development with UE4 to design environments that both engage the player and are aesthetically pleasing. Author David Nixon shows you how to script logic, define behaviors, store data, and create characters. You will learn to create user interfaces, such as menus, load screens, and head-up displays (HUDs), and manipulate audio to add music, sound effects, and dialogue to your game. The book covers level editors, actor types, blueprints, character creation and control, and much more. Throughout the book, you'll put theory into practice and create an actual game using a series of step-by-step tutorials. With a clear, step-by-step approach, **Beginning Unreal Game Development** builds up your knowledge of Unreal Engine 4 so you can start creating and

deploying your own 3D video games in no time. **What You Will Learn** Learn the fundamentals of game design Understand how to use Unreal Engine 4 Design amazing levels for your characters to play inScript logic to control the behavior of the world you create **Who This Book Is For** This book is for beginners with no prior game design or programming experience. It is also intended for video game enthusiasts who are brand-new to the world of game development and want to learn how to design a game from scratch using UE4.

METAL BY TUTORIALS (THIRD EDITION): BEGINNING GAME ENGINE DEVELOPMENT WITH METAL

Razeware LLC **Build your own low-level game engine in Metal!** This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. **Who This Book Is For** This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. **Topics Covered in Metal by Tutorials** The Rendering Pipeline: Take a deep dive through the graphics pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces: Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Shading: Understand how vertex and fragment shaders work. Textures & Materials: Design textures and surfaces for micro detail. Multipass Rendering: Add shadows with advanced lighting effects. Tile-based Deferred Rendering: Take full advantage of your Apple GPU with this rendering technique. GPU-Driven Rendering: Move the rendering setup to the GPU. Tessellation: Discover how to use tessellation to add a higher level of detail using fewer resources. Environment: Add realistic skies and water to your scenes. Particle Systems: Learn how to make stunning visual effects using GPU compute shaders. Character Animation: Bring your 3D models to life with joints and animation. Raytracing: Learn how to perform raytracing on the GPU. Advanced Lighting & Shadows: Discover signed distance fields and render beautiful shadows. Performance Optimization: Tune up your game with Xcode's new tools. After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

MOBILE GAME DEVELOPMENT WITH UNITY

BUILD ONCE, DEPLOY ANYWHERE

"O'Reilly Media, Inc." **Do you want to build mobile games, but lack game development experience? No problem.** This practical guide shows you how to create beautiful, interactive content for iOS and Android devices with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison (iOS Swift Game Development Cookbook) provide a top-to-bottom overview of Unity's features with specific, project-oriented guidance on how to use them in real game situations. Over the course of this book, you'll learn hands-on how to build 2D and 3D games from scratch that will hook and delight players. If you have basic programming skills, you're ready to get started. Explore the basics of Unity, and learn how to structure games, graphics, scripting, sounds, physics, and particle systems Use 2D graphics and physics features to build a side-scrolling action game Create a 3D space combat simulator with projectile shooting and respawning objects, and learn how to manage the appearance of 3D models Dive into Unity's advanced features, such as precomputed lighting, shading, customizing the editor, and deployment

ANDROID COOKBOOK

"O'Reilly Media, Inc." **Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.**

LEARNING GAME PHYSICS WITH BULLET PHYSICS AND OPENGL

Packt Publishing Ltd **A comprehensive set of straight-forward, easy-to-follow tutorials in OpenGL and Bullet Physics that will teach you how modern game physics and 3D graphics work.** If you're a beginner or intermediate programmer with a basic understanding of 3D mathematics, and you want a stronger foundation in 3D graphics and physics, then this book is perfect for you! You'll even learn some of the fundamental concepts in 3D mathematics and software design that lies beneath them both, discovering some techniques and tricks in graphics and physics that you can use in any game development project.

REACTJS BLUEPRINTS

Create powerful applications with ReactJS, the most popular platform for web developers today About This Book- Create web apps with the most popular JavaScript library in the world- Learn how to speed up your development process and save valuable time- Work through step-by-step tutorials that provide easy-to-understand solutions to real-world

problemsWho This Book Is ForThis book is for those who want to develop applications with ReactJS. With its wide variety of topics, it caters both to the inexperienced developer as well as to the advanced, and it doesn't require any prior experience with ReactJS.**What You Will Learn**- Create a development environment that speeds up your development process- Find out about responsive web development and create apps that can be used on any device- Effortlessly connect to public and private APIs- Create efficient components that are easily testable and small enough to completely understand- Understand what data flow means in ReactJS and why you never need to worry about where data changes originate- Create universal apps that run on the browser as well as on the server- Work with modern front-end tooling and level up your skills- Train yourself to think in terms of ReactJS**In Detail**The JavaScript revolution has landed! ReactJS is one of those rare technologies that comes out of nowhere and turns established practices on their head. It provides a different way of thinking about how you should develop your apps, and has already gained a massive adoption among web developers. Join the revolution, build web apps faster, and have more fun developing!Packed with real-world code, this book starts by covering the idea behind ReactJS and the key concepts you must familiarize yourself with. You will learn how to bootstrap your ReactJS projects and you'll also be provided with a handy scaffolding that you can use and reuse over and over.We then go on to cover a wide variety of apps, and will help you to structure and build your own components. Next, you will build a web shop, create a fully responsive and routable app, and also develop a real-time search app. Further on, you will be taught to work with public APIs to create a map-based application. You will also be taken through some advanced concepts such as Redux that are making a huge splash currently in the world of ReactJS. You'll learn how to efficiently seal off your app for guest access, interact with hardware APIs, and create a photo app. You will then master the art of making your apps universal, and find out how to deploy them to the cloud. Finally, we wrap up the book as you are shown how to make a game. What better way to kick off your ReactJS development journey?Style and approachThis is an easy-to-follow guide full of real-world ReactJS applications. Each chapter is self-contained, and every code example is explained in detail.

QGIS PYTHON PROGRAMMING COOKBOOK

Packt Publishing Ltd Master over 170 recipes that will help you turn QGIS from a desktop GIS tool into a powerful automated geospatial framework **About This Book** Delve into the undocumented features of the QGIS API Get a set of user-friendly recipes that can automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes This book has a complete code upgrade to QGIS 2.18 and 30 new, valuable recipes **Who This Book Is For** This book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications. The short, reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain. **What You Will Learn** Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts Find out how to effectively use the poorly-documented and undocumented features of the QGIS Python API Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes Create, import, and edit geospatial data on disk or in-memory Change QGIS settings programmatically to control default behavior Automatically generate PDF map books Build dynamic forms for field input **In Detail** QGIS is a desktop geographic information system that facilitates data viewing, editing, and analysis. Paired with the most efficient scripting language—Python, we can write effective scripts that extend the core functionality of QGIS. Based on version QGIS 2.18, this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS. It will cover topics such as querying and editing vector data and using raster data. You will also learn to create, edit, and optimize a vector layer for faster queries, reproject a vector layer, reduce the number of vertices in a vector layer without losing critical data, and convert a raster to a vector. Following this, you will work through recipes that will help you compose static maps, create heavily customized maps, and add specialized labels and annotations. As well as this, we'll also share a few tips and tricks based on different aspects of QGIS. **Style and approach** This book follows a recipe-based problem-solution approach to address and dispel challenges faced when implementing and using QGIS on a regular basis.

MASTERING SFML GAME DEVELOPMENT

Packt Publishing Ltd Create complex and visually stunning games using all the advanced features available in SFML development **About This Book** Build custom tools, designed to work with your specific game. Use raw modern OpenGL and go beyond SFML. Revamp your code for better structural design, faster rendering, and flashier graphics. Use advanced lighting techniques to add that extra touch of sophistication. Implement a very fast and efficient particle system by using a cache-friendly design. **Who This Book Is For** This book is ideal for game developers who have some basic knowledge of SFML and also are familiar with C++ coding in general. No knowledge of OpenGL or even more advanced rendering techniques is required. You will be guided through every bit of code step by step. **What You Will Learn** Dive deep into creating complex and visually stunning games using SFML, as well as advanced OpenGL rendering and shading techniques Build an advanced, dynamic lighting and shadowing system to add an extra graphical kick to your games and make them feel a lot more dynamic Craft your own custom tools for editing game media, such as maps, and speed up the process of content creation Optimize your code to make it blazing fast and

robust for the users, even with visually demanding scenes Get a complete grip on the best practices and industry grade game development design patterns used for AAA projects In Detail SFML is a cross-platform software development library written in C++ with bindings available for many programming languages. It provides a simple interface to the various components of your PC, to ease the development of games and multimedia applications. This book will help you become an expert of SFML by using all of its features to its full potential. It begins by going over some of the foundational code necessary in order to make our RPG project run. By the end of chapter 3, we will have successfully picked up and deployed a fast and efficient particle system that makes the game look much more 'alive'. Throughout the next couple of chapters, you will be successfully editing the game maps with ease, all thanks to the custom tools we're going to be building. From this point on, it's all about making the game look good. After being introduced to the use of shaders and raw OpenGL, you will be guided through implementing dynamic scene lighting, the use of normal and specular maps, and dynamic soft shadows. However, no project is complete without being optimized first. The very last chapter will wrap up our project by making it lightning fast and efficient. Style and approach This book uses a step by step approach by breaking the problems down into smaller, much more manageable obstacles, and guiding the reader through them with verified, flexible, and autonomous solutions.

C++ GAME DEVELOPMENT BY EXAMPLE

LEARN TO BUILD GAMES AND GRAPHICS WITH SFML, OPENGL, AND VULKAN USING C++ PROGRAMMING

Packt Publishing Ltd Explore modern game programming and rendering techniques to build games using C++ programming language and its popular libraries Key Features Learn how you can build basic 2D and complex 3D games with C++ Understand shadows, texturing, lighting, and rendering in 3D game development using OpenGL Uncover modern graphics programming techniques and GPU compute methods using the Vulkan API Book Description Although numerous languages are currently being used to develop games, C++ remains the standard for fabricating expert libraries and tool chains for game development. This book introduces you to the world of game development with C++. C++ Game Development By Example starts by touching upon the basic concepts of math, programming, and computer graphics and creating a simple side-scrolling action 2D game. You'll build a solid foundation by studying basic game concepts such as creating game loops, rendering 2D game scenes using SFML, 2D sprite creation and animation, and collision detection. The book will help you advance to creating a 3D physics puzzle game using modern OpenGL and the Bullet physics engine. You'll understand the graphics pipeline, which entails creating 3D objects using vertex and index buffers and rendering them to the scene using vertex and fragment shaders. Finally, you'll create a basic project using the Vulkan library that'll help you get to grips with creating swap chains, image views, render passes, and frame buffers for building high-performance graphics in your games. By the end of this book, you'll be ready with 3 compelling projects created with SFML, the Vulkan API, and OpenGL, and you'll be able take your game and graphics programming skills to the next level. What you will learn Understand shaders and how to write a basic vertex and fragment shader Build a Visual Studio project and add SFML to it Discover how to create sprite animations and a game character class Add sound effects and background music to your game Grasp how to integrate Vulkan into Visual Studio Create shaders and convert them to the SPIR-V binary format Who this book is for If you're a developer keen to learn game development with C++ or get up to date with game development, this book is for you. Some knowledge of C++ programming is assumed.

LEARNING SERVICENOW

ADMINISTRATION AND DEVELOPMENT ON THE NOW PLATFORM, FOR POWERFUL IT AUTOMATION, 2ND EDITION

Packt Publishing Ltd IT service management automation at your fingertips Key Features Learn to leverage ServiceNow's capabilities for improved IT automation by following step-by-step, practical instructions Build core administration, development, and maintenance skills with IT service management in ServiceNow Improve your workflow efficiency by designing and creating responsive and automated workflows, business logic, and front-end automation Book Description This book is an updated version of Learning ServiceNow, that will cover the new and updated features of the ServiceNow platform. It will show you how to put important ServiceNow features to work in the real world, while introducing key concepts via examples of managing and automating IT services. It'll help you build a solid foundation of knowledge, and will demonstrate how to effectively implement and configure modules within ServiceNow. We'll show you how to configure and administer your instance, and then move on to building strong user interfaces and creating powerful workflows. We also cover other key elements of ServiceNow, such as notifications, security, reporting, and custom development. You will learn how to improve and automate your business' workflow and processes. By the end of this book, you will be able to successfully configure and manage ServiceNow like a pro. What you will learn Read and write clear, effective code for the ServiceNow platform Identify and avoid common pitfalls and missteps that could seriously impact future progress and upgradeability Use debugging tools to troubleshoot when things go wrong Discover tips and tricks from top ServiceNow developers, architects, and administrators. Find out what the pros wish they knew when they were starting out Who

this book is for IT professionals and administrators who are planning to or are already trying to implement ServiceNow in their organization for Enterprise IT service management tasks. Some familiarity with web technologies (JavaScript) would be helpful. Prior ServiceNow experience is not necessary.

WILL I EVER BE FREE OF YOU?

HOW TO NAVIGATE A HIGH-CONFLICT DIVORCE FROM A NARCISSIST AND HEAL YOUR FAMILY

Simon and Schuster The first book for the millions of daughters suffering from the emotional abuse of selfish, self-involved mothers, "Will I Ever Be Good Enough?" provides the expert advice readers need to overcome debilitating histories and reclaim their lives.

DEVELOPING 2D GAMES WITH UNITY

INDEPENDENT GAME PROGRAMMING WITH C#

Apress Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

KOTLIN COOKBOOK

A PROBLEM-FOCUSED APPROACH

O'Reilly Media Use Kotlin to build Android apps, web applications, and more—while you learn the nuances of this popular language. With this unique cookbook, developers will learn how to apply this Java-based language to their own projects. Both experienced programmers and those new to Kotlin will benefit from the practical recipes in this book. Author Ken Kousen (*Modern Java Recipes*) shows you how to solve problems with Kotlin by concentrating on your own use cases rather than on basic syntax. You provide the context and this book supplies the answers. Already big in Android development, Kotlin can be used anywhere Java is applied, as well as for iOS development, native applications, JavaScript generation, and more. Jump in and build meaningful projects with Kotlin today. Apply functional programming concepts, including lambdas, sequences, and concurrency See how to use delegates, late initialization, and scope functions Explore Java interoperability and access Java libraries using Kotlin Add your own extension functions Use helpful libraries such as JUnit 5 Get practical advice for working with specific frameworks, like Android and Spring

BEGINNING ANDROID GAMES DEVELOPMENT

FROM BEGINNER TO PRO

Apress Do you have an awesome idea for the next break-through mobile gaming title? This updated edition will help you kick-start your project as it guides you through the process of creating several example game apps using APIs available in Android. You will learn the basics needed to join the ranks of successful Android game app developers. the book starts

with game design fundamentals using Canvas and Android SDK 10 or earlier programming basics. You then will progress toward creating your own basic game engine and playable game apps that work on Android 10 or earlier smartphones and tablets. You take your game through the chapters and topics in the book to learn different tools such as OpenGL ES. And you will learn about publishing and marketing your games to monetize your creation. What You Will Learn Gain knowledge on the fundamentals of game programming in the context of Android Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For Those with basic knowledge of Java who want to write games on the Android platform, and experienced game developers who want to know about the pitfalls and peculiarities of the platform

ANDROID PROGRAMMING

THE BIG NERD RANCH GUIDE

Addison-Wesley Professional **Android Programming: The Big Nerd Ranch Guide** is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

SKETCH LIKE AN ARCHITECT: STEP-BY-STEP FROM LINES TO PERSPECTIVE

Master the basics of architectural sketching with this proven 6-step framework: 01/Lines & 2D Objects 02/Basic Perspective Rules 03/Shadows, Textures & Materiality 04/Populating Your Sketch 05/Adding Vegetation 06/Awesome Perspective Sketch This book also includes 40+ specific tips & tricks, 15 worksheets, and countless finished sketches.

POJOS IN ACTION

DEVELOPING ENTERPRISE APPLICATIONS WITH LIGHTWEIGHT FRAMEWORKS

Manning Publications Company The standard platform for enterprise application development has been EJB but the difficulties of working with it caused it to become unpopular. They also gave rise to lightweight technologies such as Hibernate, Spring, JDO, iBATIS and others, all of which allow the developer to work directly with the simpler POJOs. Now EJB version 3 solves the problems that gave EJB 2 a black eye-it too works with POJOs. POJOs in Action describes the new, easier ways to develop enterprise Java applications. It describes how to make key design decisions when developing business logic using POJOs, including how to organize and encapsulate the business logic, access the database, manage transactions, and handle database concurrency. This book is a new-generation Java applications guide: it enables readers to successfully build lightweight applications that are easier to develop, test, and maintain.