



AndEngine for Android Game Development Cookbook

By Jayme Schroeder, Brian Broyles

Download now

Read Online 

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](#)

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

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:

Marlene Childs:

Reading a e-book tends to be new life style within this era globalization. With looking at you can get a lot of information which will give you benefit in your life. Along with book everyone in this world can easily share their idea. Textbooks can also inspire a lot of people. A lot of author can inspire their particular reader with their story or perhaps their experience. Not only the storyplot that share in the ebooks. But also they write about the information about something that you need case in point. How to get the good score toefl, or how to teach your children, there are many kinds of book that exist now. The authors nowadays always try to improve their expertise in writing, they also doing some research before they write to their book. One of them is this AndEngine for Android Game Development Cookbook.

Ralph Humphries:

Playing with family within a park, coming to see the sea world or hanging out with close friends is thing that usually you may have done when you have spare time, after that why you don't try point that really opposite from that. A single activity that make you not sense tired but still relaxing, trilling like on roller coaster you are ride on and with addition associated with. Even you love AndEngine for Android Game Development Cookbook, it is possible to enjoy both. It is fine combination right, you still wish to miss it? What kind of hang type is it? Oh can occur its mind hangout men. What? Still don't have it, oh come on its identified as

reading friends.

Antoinette Lefebre:

Are you kind of occupied person, only have 10 or maybe 15 minute in your morning to upgrading your mind talent or thinking skill perhaps analytical thinking? Then you are having problem with the book in comparison with can satisfy your small amount of time to read it because this time you only find e-book that need more time to be examine. AndEngine for Android Game Development Cookbook can be your answer since it can be read by you actually who have those short time problems.

John Wiser:

Beside this specific AndEngine for Android Game Development Cookbook in your phone, it can give you a way to get more close to the new knowledge or information. The information and the knowledge you are going to got here is fresh in the oven so don't become worry if you feel like an previous people live in narrow small town. It is good thing to have AndEngine for Android Game Development Cookbook because this book offers for you readable information. Do you at times have book but you don't get what it's all about. Oh come on, that wil happen if you have this within your hand. The Enjoyable blend here cannot be questionable, similar to treasuring beautiful island. Use you still want to miss the item? Find this book in addition to read it from now!

Download and Read Online AndEngine for Android Game Development Cookbook By Jayme Schroeder, Brian Broyles #EWUJLN6V53M

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 download, 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