



Game Development with the LibGDX Framework and Java

# Learning LibGDX Game Development

Second Edition

Wield the power of the LibGDX framework to create a cross-platform game

Samuel Adams, Dave Griffiths, Mark  
Andrew, Dariusz

[PACKT] open source 

# Learning Libgdx Game Development Oehlke Andreas

**AW Rasmussen**



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