Marmalade SDK Mobile Game Development Essentials

Get to grips with the Marmalade SDK to develop games for a wide range of mobile devices, including iOS, Android, and more

Sean Scaplehorn

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Marmalade SDK Mobile Game Development Essentials Sean Scaplehorn,2012-11-15 A practical tutorial that s easy to follow with lots of tips examples and diagrams including a full game project that grows with each chapter This book targets Professional and Indie game developers who want to develop games quickly and easily to run across a huge range of smartphones and tablets You are expected to have some experience writing games using C on other platforms Its aim is to show how to take your existing skills and apply them to writing games for mobile devices including iOS and Android by explaining the use of the Marmalade SDK Familiarity with games and 3D graphics programming would be helpful No knowledge of specific mobile SDKs such as iOS or Android is required **Game Development Essentials** Kimberly Unger,Jeannie Novak,2012 Explore a comprehensive examination of the art and technology of one of the fastest growing segments of the game industry with GAME DEVELOPMENT ESSENTIALS MOBILE GAME DEVELOPMENT International Edition This ground breaking text walks students through the overall process of designing videogames and applications for mobile and handheld hardware Through coverage of team building production QA and a look at the black box of the publication process both for independent and publisher backed studios students learn the entire development process from initial concept to game design Utilizing real life examples interviews and advice from developers already well established in the mobile industry MOBILE GAME DEVELOPMENT serves as the how to guide for students looking to break into the mobile game development industry **Mobile Game Design Essentials** Claudio Scolastici,2013 A step by step guide This book is for all game developers designers and hobbyists who want to create assets for mobile games **Mobile Game Design Essentials** Dr. Claudio Scolastici,David Nolte,2013-11-21 A step by step guide This book is for all game developers designers and hobbyists who want to create assets for mobile games **Corona SDK Mobile Game Development** Wendell Cowan,2017-04-28 You will learn by doing First a brief crash course in Lua and Corona Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter Certain chapters are reserved for adding advanced features such as multiple device integration social networking and monetization This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS You don t need game development or programming experience Corona SDK Mobile Game Development: Beginner's Guide - Second Edition Michelle M. Fernandez,2015-03-31 This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS You don t need game development or programming experience **Starling Game Development Essentials** Juwal Bose,2013-12 This is a practical project based guide that will help the reader to build Isometric turn based games using Starling **Game Development Essentails** Kimberly Unger,2012 **Beginning Android Games Development** Ted Hagos,Mario Zechner,J.F. DiMarzio,Robert Green,2020-09-11 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 **Beginning Android 4 Games Development** Mario Zechner,Robert Green,2012-01-25 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 *Source SDK Development Essentials* Brett Bernier,2014-02 This book is written by a gamer for a gamer to guide just about anything with Source SDK giving a firm grasp of all the tools it has to offer using stepbystep explanations If you re a keen gamer who wants a bit more out of your favorite game and create your own modifications mods and levels with the Source engine this book is great for you No programming and Source SDK experience is required Cocos2D Game Development Essentials Ben Trengrove,2015-01-23 If you are a game developer with experience in Objective C and are interested in creating games for iOS or Android this is the book for you It will help you to quickly get started with Cocos2D and guide you through the process of creating a game giving you the essential skills and knowledge you need to do so *Source SDK Game Development Essentials* Brett Bernier,2014 Create 2D Mobile Games with Corona SDK David Mekersa,2015-02-11 Corona SDK is one of the most powerful tools used to create games and apps for mobile devices The market requires speed new developers need to operate quickly and efficiently Create 2D Mobile Games with Corona SDK

gives you the tools needed to master Corona even within the framework of professional constraints A must read guide this book gives you fast accurate tips to learn the programming language necessary to create games Read it sequentially or as an FAQ and you will have the tools you need to create any base game before moving on to advanced topics The tutorial based format Contains step by step directions complete with coding and screenshots Is filled with tutorials tips and links to useful online resources Includes a comprehensive companion website featuring online exercise files to practice coding full build samples from the text additional book details and more __Haxe Game Development Essentials__ Jeremy McCurdy,2015-11-26 Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine About This Book Learn the modern cross platform language Haxe to build games without any trouble Create engaging 2D games that are compatible with desktop web and mobile platforms Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide Who This Book Is For This book is for game developers with some experience programming games on one or more platforms already If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly this book is for you Having prior experience with a language similar to Haxe such as ActionScript or JavaScript will help but isn t required What You Will Learn Understand the fundamentals of the Haxe programming language Set up a development environment that will work on Windows Mac and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop web and mobile platforms In Detail Haxe is a powerful and high level multi platform language that s incredibly easy to learn Used by thousands of developers and many high profile companies Haxe is quickly emerging as a forerunner in the area of cross platform programming OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before Cross platform development has been supercharged using the Haxe programming language making it increasingly easy and hassle free to develop multi platform games If you ve programmed games before and want to learn out how to deliver games across multiple platforms or develop games faster then Haxe Game Development Essentials is the book for you It starts by showing you how to set up your development environment then running you through some Haxe language fundamentals and finally taking you through the process of programming a game from start to finish You will learn how to create a side scrolling shooter game using HaxeFlixel Next you will learn to enhance the game with new gameplay features user interfaces animations sound and configuration files to make your game expandable Once your game is built and ready you will learn how to deploy it to web Android iOS and desktop systems By the end of this book you will be confident about creating multi platform games using Haxe OpenFL and HaxeFlixel in a faster and easier way Style and approach Since this book is aimed at people who have worked on games before this book is written in a way that will get you quickly up to

speed with a new set of tools but will still be accessible for less experienced developers Each chapter covers an essential milestone in building a game from start to finish The chapters move in a logical fashion starting with the basics of Haxe development and ending with preparing a game for deployment **Android: Game Programming** John Horton,Raul Portales,2016-09-26 Extend your game development skills by harnessing the power of Android SDK About This Book Gain the knowledge to design and build highly interactive and amazing games for your phone and tablet from scratch Create games that run at super smooth 60 frames per second with the help of these easy to follow projects Understand the internals of a game engine by building one and seeing the reasoning behind each of the components Who This Book Is For If you are completely new to Java Android or game programming this book is for you If you want to publish Android games for fun or for business and are not sure where to start then this book will show you what to do step by step from the start What You Will Learn Set up an efficient professional game development environment in Android Studio Explore object oriented programming OOP and design scalable reliable and well written Java games or apps on almost any Android device Build simple to advanced game engines for different types of game with cool features such as sprite sheet character animation and scrolling parallax backgrounds Implement basic and advanced collision detection mechanics Process multitouch screen input effectively and efficiently Implement a flexible and advanced game engine that uses OpenGL ES 2 to ensure fast smooth frame rates Use animations and particle systems to provide a rich experience Create beautiful responsive and reusable UIs by taking advantage of the Android SDK Integrate Google Play Services to provide achievements and leaderboards to the players In Detail Gaming has historically been a strong driver of technology whether we re talking about hardware or software performance the variety of input methods or graphics support and the Android game platform is no different Android is a mature yet still growing platform that many game developers have embraced as it provides tools APIs and services to help bootstrap Android projects and ensure their success many of which are specially designed to help game developers Since Android uses one of the most popular programming languages Java as the primary language to build apps of all types you will start this course by first obtaining a solid grasp of the Java language and its foundation APIs This will improve your chances of succeeding as an Android app developer We will show you how to get your Android development environment set up and you will soon have your first working game The course covers all the aspects of game development through various engrossing and insightful game projects You will learn all about frame by frame animations and resource animations using a space shooter game create beautiful and responsive menus and dialogs and explore the different options to play sound effects and music in Android You will also learn the basics of creating a particle system and will see how to use the Leonids library By the end of the course you will be able to configure and use Google Play Services on the developer console and port your game to the big screen This Learning Path combines some of the best that Packt has to offer in one complete curated package It includes content from the following Packt products Learning Java by Building Android Games by

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new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity The book explores the new mobile notification package and helps you add notifications for your games You ll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions The book then covers the best ways to monetize your games using Unity Ads and in app purchases before you learn how to integrate your game with various social networks Next using Unity s analytics tools you ll enhance your game by gaining insights into how players like and use your game Finally you ll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores By the end of this book you will have learned Unity tools and techniques and be able to use them to build robust cross platform mobile games What you will learnDesign responsive user interfaces for your mobile gamesDetect collisions receive user input and create player movements for your mobile gamesCreate interesting gameplay elements using inputs from your mobile deviceExplore the mobile notification package in Unity game engine to keep players engagedCreate interactive and visually appealing content for Android and iOS devicesMonetize your game projects using Unity Ads and in app purchasesWho this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android then this Unity book is for you Prior knowledge of C and Unity will be beneficial but is not mandatory **Holistic Mobile Game Development with Unity** Penny de Byl,2014-07-11 Holistic Mobile Game Development with Unity An All In One Guide to Implementing Mechanics Art Design and Programming for iOS and Android Games Master mobile game design and development in this all in one guide to creating iOS and Android games in the cutting edge game engine Unity By using Penny de Byl s holistic method you will learn about the principles of art design and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry In addition hands on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store Over 70 practical step by step exercises recreating the game mechanics of contemporary mobile games including Angry Birds Temple Run Year Walk Minecraft Curiosity Cube Fruit Ninja and more Design principles art and programming in unison the one stop shop for indie developers requiring interdisciplinary skills in their small teams An introduction to essential two and three dimensional mathematics geometry and physics concepts A portfolio of royalty free reusable game mechanics and assets Accompanying website www holistic3d com features project source code instructional videos art assets author blog and teaching resources Challenge questions and lesson plans are available online for an enhanced learning experience

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