



# Mastering LibGDX Game Development

*Patrick Hoey*

Download now

Read Online 

[Click here](#) if your download doesn't start automatically

# Mastering LibGDX Game Development

*Patrick Hoey*

**Mastering LibGDX Game Development** Patrick Hoey

**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.

 [Download Mastering LibGDX Game Development ...pdf](#)

 [Read Online Mastering LibGDX Game Development ...pdf](#)

**Download and Read Free Online Mastering LibGDX Game Development Patrick Hoey**

---

## Download and Read Free Online Mastering LibGDX Game Development Patrick Hoey

---

### From reader reviews:

#### **Sonja Johnson:**

The book Mastering LibGDX Game Development make you feel enjoy for your spare time. You can utilize to make your capable a lot more increase. Book can to get your best friend when you getting strain or having big problem with your subject. If you can make looking at a book Mastering LibGDX Game Development to get your habit, you can get a lot more advantages, like add your current capable, increase your knowledge about a number of or all subjects. It is possible to know everything if you like open and read a book Mastering LibGDX Game Development. Kinds of book are a lot of. It means that, science reserve or encyclopedia or other people. So , how do you think about this book?

#### **James Shipp:**

Your reading sixth sense will not betray a person, why because this Mastering LibGDX Game Development guide written by well-known writer whose to say well how to make book that may be understand by anyone who have read the book. Written inside good manner for you, still dripping wet every ideas and writing skill only for eliminate your own hunger then you still uncertainty Mastering LibGDX Game Development as good book not only by the cover but also from the content. This is one reserve that can break don't evaluate book by its handle, so do you still needing yet another sixth sense to pick this kind of!? Oh come on your looking at sixth sense already said so why you have to listening to an additional sixth sense.

#### **Lena Garcia:**

This Mastering LibGDX Game Development is brand new way for you who has curiosity to look for some information as it relief your hunger of knowledge. Getting deeper you in it getting knowledge more you know or perhaps you who still having little bit of digest in reading this Mastering LibGDX Game Development can be the light food for you because the information inside this particular book is easy to get simply by anyone. These books create itself in the form and that is reachable by anyone, sure I mean in the e-book type. People who think that in book form make them feel sleepy even dizzy this e-book is the answer. So there is absolutely no in reading a publication especially this one. You can find actually looking for. It should be here for an individual. So , don't miss this! Just read this e-book kind for your better life as well as knowledge.

#### **Richard Thompson:**

A lot of e-book has printed but it differs. You can get it by web on social media. You can choose the top book for you, science, comedy, novel, or whatever simply by searching from it. It is identified as of book Mastering LibGDX Game Development. You'll be able to your knowledge by it. Without making the printed book, it may add your knowledge and make you happier to read. It is most essential that, you must aware about guide. It can bring you from one destination to other place.

**Download and Read Online Mastering LibGDX Game Development  
Patrick Hoey #GEDTV9IRJS6**

## **Read Mastering LibGDX Game Development by Patrick Hoey for online ebook**

Mastering LibGDX Game Development by Patrick Hoey Free PDF d0wnl0ad, 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 Mastering LibGDX Game Development by Patrick Hoey books to read online.

## **Online Mastering LibGDX Game Development by Patrick Hoey ebook PDF download**

**Mastering LibGDX Game Development by Patrick Hoey Doc**

**Mastering LibGDX Game Development by Patrick Hoey Mobipocket**

**Mastering LibGDX Game Development by Patrick Hoey EPub**

**Mastering LibGDX Game Development by Patrick Hoey Ebook online**

**Mastering LibGDX Game Development by Patrick Hoey Ebook PDF**