

# Android NDK Game Development Cookbook

Over 70 exciting recipes to help you develop mobile games for Android in C++

Sergey Kosarevsky Viktor Latypov



open source

# Android Ndk Game Development Cookbook Latypov Viktor

John P. Doran

#### **Android Ndk Game Development Cookbook Latypov Viktor:**

Android Ndk Game Development Cookbook Sergey Kosarevsky, Latypov Viktor, 2013-11 A systematic guide consisting of over 70 recipes which focus on helping you build portable mobile games and aims to enhance your game development skills with clear instructions If you are a C developer who wants to jump into the world of Android game development and who wants to use the power of existing C libraries in your existing Android Java applications then this book is for you You need to have basic knowledge of C or C including pointer manipulation multithreading and object oriented programming concepts as well as some experience developing applications without using an IDE Android NDK Game Development Cookbook Sergey Kosarevsky, Viktor Latypov, 2013-11-25 A systematic guide consisting of over 70 recipes which focus on helping you build portable mobile games and aims to enhance your game development skills with clear instructions If you are a C developer who wants to jump into the world of Android game development and who wants to use the power of existing C libraries in your existing Android Java applications then this book is for you You need to have basic knowledge of C or C including pointer manipulation multithreading and object oriented programming concepts as well as some experience developing applications without using an IDE Android NDK: Beginner's Guide - Second Edition Sylvain Ratabouil, 2015-04-28 Are you an Android Java programmer who needs more performance Are you a C C developer who doesn't want to bother with the complexity of Java and its out of control garbage collector. Do you want to create fast intensive multimedia applications or games If you ve answered yes to any of these questions then this book is for you With some general knowledge of C C development you will be able to dive headfirst into native Android development Cross-platform Game Development Cookbook David Saltares Márquez, Alberto Cejas Sánchez, 2014-10-29 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 Torque 3D Game Development Cookbook David Wyand, 2013-01-01 Cookbook packed with recipes to help you create amazing 3D games with Torque The recipes provide clear step by step instruction and practical examples to advance your understanding of Torque 3D and all of its subsystems The book is written for professional and indie game developers that have basic knowledge of TorqueScript are acquainted with Torque 3D s built in tools and wish to take their skills to the next level Having gone through the comprehensive Torque 3D 1 2 FPS game tutorial on the GarageGames website or its equivalent is assumed Cocos2d Cross-Platform Game Development Cookbook Siddharth Shekar, 2016-02-22 Develop games for iOS and Android using Cocos2d with the aid of over 70 step by step recipes About This Book Learn to efficiently use Cocos2d to develop cross platform games and have them work on iOS as well as Android Get acquainted with industry wide professional tools such as Glyph Designer Texture Packer and Physics Editor as

well as using the Swift Sprite builder implementation of Cocos2d Use the easy to follow recipes to develop as well as deploy games to the Playstore and the App Store Who This Book Is For This book is for intermediate game developers and especially the ones who are generally curious to find out what s new in Cocos2d v 3 3 What You Will Learn Build custom sprites with custom animations for the game Build interactivity into your game by adding gestures and touch interactions Understand AI enemy programming and path finding to make games more exciting Add physics to your game to make it more lively and interactive Get familiar with the Swift and Sprite builder implementations along with Objective C programming Perform hassle free deployment of games built in iOS onto Android Add effects and particle systems to make the game more colorful In Detail Cocos2d is the world's leading game development framework for developing iOS games With the introduction of Swift and Spritebuilder it has become easier than ever to develop the games of your dreams without much effort With Cocos2d you can also deploy the game on Android thereby maximizing profit and reducing development and porting costs The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes as well as creating transitions between them From there on you will get an understanding of how to program user interactions such as tapping holding and swiping You ll then add accelerometer inputs and physics to the scene and make objects respond back to the inputs A game is practically incomplete without audio being added so this will be covered next The next section will include ways to add Artificial Intelligence to enemies in the game allowing them to patrol chase and shoot in a projectile manner You will then learn to use NSUserDefault to save and load game progress and create and access files using JSON Plist and XML files for custom storage and retrieval of data Then you will learn to add dynamic lighting to your game and will use industry wide tools such as Texture Packer Glyph Designer Physics Editor Particle Designer and Sprite Illuminator to create more visually appealing and performance optimized games Towards the end of the book we dive into Apple's latest programming language Swift highlighting the major differences between Objective C and Swift The book culminates with taking your existing game developed for iOS and porting it to Android showing you how to install the Android Xcode plugin as well Style and approach The book is written in an extremely lucid and step by step manner it can be understood easily by anyone The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in **Mastering Android Game Development with Unity** Siddharth Shekar, Wajahat Karim, 2017-05-25 Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence high end physics and GUI transformations Create amazing Graphical User Interfaces GUIs with Unity s new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high end complex Android games then this book is for you Readers are expected to have a

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full control over game By the end of this book you will have learned all about the components that go into a game created a game and solved the problems that may arise along the way PlayStation(R)Mobile Development Cookbook Michael Fleischauer, 2013-03-25 Written as a series of engaging and practical recipes this essential Cookbook has been meticulously designed and reviewed in order to provide you with the ultimate reference for PlayStation r Mobile development If you ve got some prior experience with C and want to create awesome projects for the PlayStation r Vita and PlayStation Certified Microsoft XNA 4.0 Game Development Cookbook Luke Drumm, 2012-06-25 Over 40 devices then this book is for intermediateto advanced recipes for taking your XNA development arsenal further in this book and e book **Game Developer's Cookbook** Christoph Lang, 2011-03-23 This is a cookbook with over 80 recipes offering solutions to common game development problems with Panda3D with explained sample code and screenshots added in If you are a developer with experience in Python Panda3D and optionally C and shading languages and you are looking for quick and easy to integrate solutions to common game development problems with Panda3D this book is for you **Android Game Development** Adam Sinicki, 2017-07-21 Get a thorough and practical introduction to Unity development for Android devices with no previous experience with game development needed In this book you ll go through every step from downloading and installing Unity and the Android SDK to creating fully functional games The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls physics enemies respawning collectibles and more The book closes with a brief introduction to creating 3D games virtual reality games for the Gear VR and other more advanced applications It also provides some guidance on publishing and marketing as well as thinking about game design and mechanics Resources including sprites and scripts are provided in the code download What You Will Learn Install Unity with the Android SDK Understand and use scripts prefabs and Android Studio Design a great game Build a game app Add a bit of polish Deploy for various Android devices Build and deploy for 3D games virtual reality and more Promote your game and make money Who This Book Is For This book requires no previous experience with programming or game development of any kind Prior experience with the Android ecosystem recommended

**jMonkeyEngine 3.0 Cookbook** Rickard Edén,2014-08-13 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 *Mastering AndEngine Game Development* Maya Posch,2015-09-28 Move beyond basic games and explore the limits of AndEngine About This Book Extend the basic AndEngine features without modifying any of AndEngine s code Understand advanced technologies and gain the skills to create the ultimate games in AndEngine Theory supported with practical examples to stimulate your imagination and creativity Who This Book Is For This book is aimed at developers who have gone through all the basic AndEngine tutorials and books and are looking for something more It s also very suitable for developers with knowledge of other game engines who are looking to develop with AndEngine Knowledge of Java C and

Android development are a prerequisite for getting the most out of this book What You Will Learn Extend AndEngine to use and render 3D models Integrate and use various physics engines with AndEngine Advanced animations and their implementation in AndEngine Lighting theory and its application for both 2D and 3D objects Using skeletal animation with And Engine Use GLSL shaders with And Engine for effects and anti aliasing Add sounds and effects to And Engine using both basic and 3D audio libraries Efficient network implementations with AndEngine for multi players In Detail AndEngine is a popular and easy to use game framework best suited for Android game development After learning the basics of creating an Android game using AndEngine it s time you move beyond the basics to explore further For this you need to understand the theory behind many of the technologies AndEngine uses This book aims to provide all the skills and tools you need to learn more about Android game development using AndEngine With this book you will get a guick overview of the basics of And Engine and Android application development From there you will learn how to use 3D models in a 2D scene render a visual representation of a scene s objects and create interaction between these objects You will explore frame based animations and learn to use skeletal animations As the book progresses you will be guided through exploring all the relevant aspects of rendering graphics with OpenGL ES generating audio using OpenSL ES and OpenAL making the best use of Android's network API implementing anti-aliasing algorithms shaders dynamic lighting and much more With all this you will be ready to enhance the look and feel of your game with its user interface sound effects and background music After an in depth study of 2D and 3D worlds and multi player implementations you will be a master in AndEngine and Android game development Style and approach This book takes an in depth tour of the many aspects of Android game development with the use of AndEngine Each topic is covered extensively to act both as a practical guide as well as a reference **Unreal Engine Game Development Cookbook** John P. Doran, 2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the guickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C is required What You Will Learn Discover editor functionalities for an in depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal s visual scripting system Set up a development environment and develop custom functionality with C for your games Create healthbars and main menus with animations using Slate Unreal's UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games It equips you with the skills to easily

build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more **Godot 4 Game Development Cookbook** Jeff Johnson, 2023-06-09 Explore the latest features of Godot 4 using advanced techniques and recipes to create professional grade games with increased efficiency Purchase of the print or Kindle book includes a free PDF eBook Key Features Take advantage of the new Vulkan renderer and 3D physics in Godot 4 to create high quality games Streamline your game development workflow with Godot's new TileMap TileSet and Animation Editor features Discover what s changed in GDScript 2 0 and Shader additions to enhance your game development skills Book Description Want to transition from Godot 3 to 4 Look no further than the Godot 4 Game Development Cookbook This comprehensive guide covers everything you need to become proficient with the latest GUI GDscript 2 0 Vulkan 2D 3D rendering shaders audio physics TileSet TileMap importing sound music animation and multiplayer workflows With its detailed recipes the book leaves no stone unturned The Godot 4 Cookbook begins by exploring the updated graphical user interface and helps you familiarize yourself with the new features of GDscript 2 0 Next it delves into the efficient rendering of 2D and 3D graphics using the Vulkan renderer As it guides you in navigating the new Godot 4 platform the book offers an in depth understanding of shaders including the latest enhancements to the shader language Moreover it covers a range of other topics including importing from Blender working with audio and demystifying the new Vulkan Renderer and the physics additions for 2D and 3D The book also shows you how the new changes to TileSet and TileMap make 2D game development easy Advanced topics such as importing in Godot 4 adding sound and music to games making changes in the Animation editor and including workflows for multiplayer in Godot 4 are covered in detail By the end of this game development book you ll have gained a better understanding of Godot 4 and will be equipped with various powerful techniques to enhance your Godot game development efficiency What You Will Learn Speed up 2D game development with new TileSet and TileMap updates Improve 2D and 3D rendering with the Vulkan Renderer Master the new animation editor in Godot 4 for advanced game development

Enhance visuals and performance with visual shaders and the updated shader language Import Blender blend files into Godot to optimize your workflow Explore new physics system additions for improved realism and behavior of game objects Experience innovative features by building multiplayer games in Godot 4 Who this book is for The Godot 4 Game Development Cookbook is for seasoned game developers who want to acquire skills in creating games using a contemporary game engine It is an invaluable resource for indie game developers and Godot developers who are familiar with Godot 3 and have some level of expertise in maneuvering the interface Panda3d 1.7 Game Developer's Cookbook Christoph Lang, 2011-03-12 This is a cookbook with over 80 recipes offering solutions to common game development problems with Panda3D with explained sample code and screenshots added in If you are a developer with experience in Python Panda3D and optionally C and shading languages and you are looking for quick and easy to integrate solutions to common game development problems with Panda3D this book is for you Coco2d-x Cookbook Akihiro Matsuura, 2015-10-31 Over 50 hands on recipes to help you efficiently administer and maintain your games with Cocos2d xAbout This Book Build exciting games apps and other cross platform GUI based interactive programs with Cocos2d x Explore the nitty gritty of the latest Cocos2d x on the block version 3 6 A step by step guide that shows you the functionalities of Cocos2d x followed by an explanation of how they workWho This Book Is ForIf you are a game developer and want to learn more about cross platform game development in Cocos2d x then this book is for you Knowledge of C Xcode Eclipse and how to use commands in the terminal are prerequisites for this book What You Will Learn Install and set up Cocos2d x for your development environment Build test and release game applications for iOS and Android Develop your games for multiple platforms Customize Cocos2d x for your games Use a physical engine in your games Save and load text JSON XML or other formats Explore the brand new features of Cocos2d xIn DetailCocos2d x is a suite of open source cross platform game development tools used by thousands of developers all over the world Cocos2d x is a game framework written in C with a thin platform dependent layer Completely written in C the core engine has the smallest footprint and the fastest speed of any other game engine and is optimized to be run on all kinds of devices You will begin with the initial setup and installation of Cocos2d before moving on to the fundamentals needed to create a new project You will then explore and create the sprites animations and actions that you will include in the game Next you will look at strings and create labels including a label with True Type Font TTF font support Later you will learn about layer and scene creation and transition Then you will create the GUI parts essential for a game such as buttons and switches After that you will breathe life into the game with background music and sound effects using the all new Cocos2d x audio engine You will then discover how to manage resource files and implement processes that depend on the operating system Finally you will polish your game with physics such as gravity and elevation learn about tools that will help you make games more robust and stable and get to know best practices to improve the game you have developed Style and approach This book is an easy to follow guide with ample recipes to help you better understand Cocos 2d

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