

## Libgdx Cross Platform Development Cookbook

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Libgdx Cross-Platform Game Development Cookbook review. News / November 10, 2014 August 8, 2020 Up until now, there has been only one book on the market for LibGDX and it's a bit long in the tooth at this point. Now there is a new book in town, the Libgdx Cross-Platform Game Development Cookbook and I just finished reading through it. Let me start by saying, this book wasn't at all what I ...

Libgdx Cross-Platform Game Development Cookbook review ...

It should be noted that Libgdx is a wonderful game development framework that covers pretty much all the needs that could arise during the development of a cross-platform 2D game. It's easy to use by newcomers, and also pretty powerful for more seasoned developers. A cookbook like this for something like, say, SDL or SFML would be twice as thick and much harder to follow by beginners.

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