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2018 - Exploring
the Kotlin Type
Hierarchy from
Top to Bottom** by
Nat Pryce ~~THE
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Book by Paul A.~~

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It's Good For
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~~Sandberg Learn
to code old~~

~~school games~~

~~with Java and~~

~~Libgdx: Mario~~

~~Kart SNES part 1~~

~~KotlinConf 2018~~

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~~Svetlana Isakova~~

*Sheryl Sandberg:
Women Must Learn
to 'Lean In'*

**Starting from
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Scala Native by
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Book 'Lean In':
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How Women
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Developing a
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LibGDX is an

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cross-platform

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framework, which is designed mainly, but not exclusively, to create games using the Java programming language.

Besides Java, LibGDX also makes heavy use of the C programming language for per

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LibGDX is an
open source,
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using the Java programming language. Besides Java, LibGDX also makes heavy use of the C programming language for performance-critical tasks to incorporate other C-based libraries and to

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enable cross-
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"Learning libGDX
Game

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a practical,
hands-on guide
that provides

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you with all the information you need to know about the libGDX framework as well as game development in general so you can start developing your own games for multiple platforms.

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Book

Description:

Learn to design
and create video
games using the
Java programming

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language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-

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scrolling
platformers and
sword-fighting
adventure games.

Java Game
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LibGDX, 2nd
Edition [PDF ...
LibGDX is a
cross platform
Java based game
development

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library that handles almost all facets of game development. These tutorials assume you have some prior experience with Java and Eclipse and each part assumes you have read the prior parts. If you

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games, let libGDX worry about low-level details.

Features. Super Fast Heavy emphasis on avoiding garbage collection for D alvik/JavaScript by careful API design and the use of custom collections.

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source, cross-platform development framework, which is designed mainly, but not exclusively, to create games using the Java programming language.

Besides Java, LibGDX also makes heavy use

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of the C programming language for performance-critical tasks to incorporate other C-based libraries and to enable cross-platform capabilities.

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libGDX : libgdx
LibGDX is a
cross platform
Java based game
development
library that
handles almost
all facets of
game
development.

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These tutorials assume you have some prior experience with Java and Eclipse and each part assumes you have read the prior parts. If you prefer video format tutorials, we also have a [LibGDX Video](#)

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mallaneka.com
LibGDX does market itself as a user-friendly engine, one that first-time game developers can jump right into, so it's a bit disappointing

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that it isn't a tad easier to just jump right in.

Documentation.

Top 5 LibGDX Tutorials (Free 2D & 3D Game Engine)

Libgdx is an open source, cross-platform

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development framework, which is designed mainly, but not exclusively, to create games using the Java programming language.

Besides Java, Libgdx also makes heavy use of the C programming

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language for performance-critical tasks, to incorporate other C-based libraries and to enable cross-platform capabilities.

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- Packt

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Using Java with
the LibGDX Game
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Bestseller

Rating: 4.8 out
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Creating Android
Games Using the

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LibGDX library

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Only LibGDX

Course That

Teaches How To

Make Complete

Games From

Scratch On

Udemy!!! *** The

course is

completely

project based,

and we are going

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to create full featured games from scratch using LibGDX framework. We will start with simple things so you will be comfortable if you are using LibGdx for the first time.

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Course Using
Java | Udemy

A simple game I
am building in
libGDX, inspired
by procedurally
generated games
like Minecraft
and puzzle games
like Chip's
Challenge. - Ben
McLean/badchalle

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an/badchallenge:
A simple game I
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LibGDX is a
multiplatform
game development
framework, and
is one of the
most popular
frameworks for

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building games,
providing a
comprehensive
set of
development
capabilities and
features to use
and incorporate
into games.

Learning LibGDX
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Edition: Nair

...

I've read that Libgdx allows you to interface directly with their classes and is more developer centric, while Unity is geared towards a person that is less skilled a

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coding. Barrier to entry is much lower with Unity because it has an editor, but I wouldn't say it's geared towards people less skilled at programming. Unity have been moving toward C# only for awhile now, so it has

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gotten away from
Boo and
UnityScript
(both have now
been removed
from the
engine).

Unity vs Libgdx
for desktop :
gamedev
zfedoran's
procedural

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sprite generator
ported to libGDX
for use in Java-
based games. - B
enMcLean/pixel-s
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an/pixel-sprite-
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libgdx: zfedoran

...

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It seems libgdx barely goes over 30k actually.

But still seems amazing. This is on the same level as Qt for me, almost perfect, except I'm not really worried about performance on it. libgdx can build for

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everything
pretty much. XNA
+ MonoGame - - -
MonoGame's
performance
seems only
slightly lower
than libgdx, can
build to most
platforms.
However I don't
know much about
XNA and I heard
it won't be

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receiving future updates, but is quite stable?

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