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LibGDX Game Development Essentials: Juwal Bose ...

This is his second book and he aims to keep writing and sharing his 10 years of game development experience through more books. His first book, Starling Game Development Essentials, Packt Publishing, was on another exceptional cross-platform game development framework—Starling. Juwal is a voracious reader and likes to travel.

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His team has created more than 400 games to date, and many of the job management games are listed at the top of leading portals worldwide. He has been part of the development of more than 20 LibGDX games primarily for the Android platform. Juwal writes game development tutorials for GameDevTuts+ and manages the blog of Csharks games.

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The final chapter details the process involved in publishing the game to Google Play, Apple App Store, PC, and the Web. The book covers all the relevant topics of LibGDX game development but makes sure that even a beginner can easily follow the development with the help of sample code and illustrations.

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