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Libgdx is a cross platform game engine, which is really rather good. The book starts with an example of building a simple snake game, illustrating the mechanics of the game and how to utilise Libgdx. Personally I would have preferred a more basic version of snake, however this is not to the detriment of the book.

*LibGDX Game Development By Example: Cook, James ...*

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*LibGDX Game Development By Example - Packt*

This book is intended for those who wish to learn the concepts of game development using LibGDX. An understanding of Java and other programming languages would definitely be helpful, although this is not a must.

*LibGDX Game Development By Example - James Cook; \ Foyles ...*

LibGDX has quickly become the darling of the cross-platform game development world for those ideas that need a bit more power than HTML5 and mobile wrappers can provide. The issue with most books I have found is not actually in the books, but in LibGDX itself. It has been moving and evolving so fast that many of the books on the market today are already outdated. They either use the old ...

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