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Android Essentials John Wiley & Sons

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Holistic Game Development with Unity 3e Apress

Offers instructions on building applications for the Kindle Fire, covering such topics as configuring the Android manifest file, building an application framework, the testing phase, and publishing the finished product.

Building Android Projects with Kotlin Linden Publishing

Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic

efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend services and features such as Ionic Push, DB, Auth, Deploy in your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into Progressive Web Applications and its support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

Flash Development for Android Cookbook Apress

Start your journey in this exciting Android app development world KEY FEATURES ?

Start your Kotlin adventure from the very fundamentals to sophisticated Android programming. ? Experience live coding of a video application, game design, and chat application. ? Explore the Android framework, app creation, testing, and publication to the Google Play store. DESCRIPTION As an ambitious Kotlin programmer or Android developer, are you frequently baffled by the options available to do a specific task? Or why a single solution is superior to the others for doing this Android task? And most importantly, how can you do Kotlin programming employing this superior alternative? The book 'Building Android Projects with Kotlin' teaches you all you need to know to create an incredible Android application. It describes the fundamentals of Android, its components, and their purposes. This book also emphasizes the significance of clean code, modular code writing, and architectural patterns. It teaches the reader how to analyze the performance of a layout, how to select the best picture format and the fundamentals of multiscreen application development. This book discusses the creation of chat applications, video-sharing applications, and video games. The book will discuss best practices, libraries, functional requirement collecting, and feature development while constructing and explaining the functionalities of these applications. A range of topics like Android fundamentals, layout and image optimization, practical development tools, writing clean code, multiscreen app development, creating chat apps, video sharing applications, and games will be learned throughout this book. WHAT YOU WILL LEARN ? Develop the ability to write well-structured programs and modular codes. ? Workaround ExoPlayer, Notifications, RecyclerView, ToolBar, Unity, Jetpack components, etc. ? Explore and use Memory analyzer, Database analyzer, Logcat, and Layout Inspector. ? Examine the design patterns and performance of various layout designs and optimize accordingly. ? Create different designs for mobile and tablets in the same application. WHO THIS BOOK IS FOR Aspiring Android developers, Kotlin programmers, and mobile developers would benefit from reading this book by improving their writing skills and fully utilizing the benefits of Kotlin in their application development. However, before reading this book, it would be beneficial to know Kotlin. TABLE OF CONTENTS 1. Creating Hello World Project 2. Basics of Android Components 3. Architecture Patterns 4. Developing Chat Application 5. Publishing the Application 6. Developing Video Sharing Application 7. Introduction to Game Development 8. Development of the First Game 9. Adding Support for Big Screens 10. Introducing Important Tools/Libs for Android

Android Game Recipes McGraw Hill Professional

Achieve mesmerizing game experiences using the latest Unity 2021 features by following a practical approach to building professional games Key FeaturesUnleash the capabilities of C# scripting to create UIs, graphics, game AI agents and moreExplore Unity's latest tools, including Universal Render Pipeline, Shader Graph, UI Toolkit, Visual Scripting, and VFX graph, to enhance graphics and animationBuild an AR experience using Unity's AR FoundationBook Description Learning how to use Unity is the quickest way to creating a full game, but that's not all you can do with this simple, yet comprehensive suite of video game development tools – Unity is just as useful for creating AR/VR experiences, complex simulations, real-time realistic rendering, films, and practical games for training and education. Hands-On Unity 2021 Game Development outlines a practical journey to creating your first full game from the ground up, building it step-by-step and applying your knowledge as you progress. Complete with hands-on tutorials and projects, this easy-to-follow guide will teach you how to develop

the game using several Unity tools. As you advance, you will learn how to use the Unity engine, create simple scripts using C#, integrate graphics, sound, and animations, and manipulate physics to create interesting mechanics for your game. You'll be able to apply all the knowledge that you gain to a real-world game. Later chapters will show you how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs efficiently. Finally, you'll work with Unity's AR tools to create AR experiences for 3D apps and games. By the end of this Unity book, you will have created a complete game and built a solid foundation in using a wide variety of Unity tools. What you will learnExplore both C# and Visual Scripting tools to customize various aspects of a game, such as physics, gameplay, and the UIProgram rich shaders and effects using Unity's new Shader Graph and Universal Render PipelineImplement postprocessing to improve graphics quality with full-screen effectsCreate rich particle systems for your Unity games from scratch using VFX Graph and ShurikenAdd animations to your game using the Animator, Cinemachine, and TimelineUse the brand new UI Toolkit package to create user interfacesImplement game AI to control character behaviorWho this book is for This book is best suited for game developers looking to upgrade their knowledge and those who want to migrate their existing skills to the Unity game engine. Those with prior Unity knowledge will also benefit from the chapters exploring the latest features. While you'll still able to follow along if you don't have any programming experience, knowing the fundamentals of C# programming will help you get the most out of this book.

Learning Android Game Programming John Wiley & Sons

Creating a successful mobile-web presence is achievable with the tools found in this guide--without needing to learn a programming language or become a Web designer. Such a presence is now a necessity, rather than a luxury, for all businesses, organizations, and independent professionals to stay competitive. This quick, practical, hands-on introduction to the nuts and bolts of using the mobile web to grow a brand, improve sales, and increase profits is written for lay people and avoids jargon and programming concepts. Time- and money-saving solutions are presented, teaching technical novices how to quickly adapt their existing websites to the mobile ones and how to easily create mobile applications without having to learn to program. Step-by-step instructions stand alongside real-world examples of successful mobile-web transitions, and advice on best practices is provided to help business owners, entrepreneurs, marketing professionals, and creative professionals create the presence they need to help their business flourish.

Unity 2020 Virtual Reality Projects Packt Publishing Ltd

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.

Packt Publishing Ltd

Demystifies the Processes of Game Development Game Development for iOS with Unity3D takes you

through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store. Encompasses the Whole Range of iOS Game Development This practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at www.crcpress.com. Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building and launching iOS games. It helps you create games using Unity3D and publish them to the App Store.

Hands-On Unity 2021 Game Development Sams Publishing

Cover every aspect of the app industry, from app idea generation through to marketing and performance monitoring. With this book you'll receive complete, reliable, up-to-date, and professional information and guidance. Learn iOS App Distribution is every developers thorough and accessible guide to successfully distributing apps. For readers who already know how to code and create apps, this book explains how the app industry works, how it is evolving, and what the key trends are. Rather than focus on the well-covered aspects of working with Swift and Xcode, you'll instead discover what it takes from a commercial standpoint to bring an app together and get it successfully out to customers. All the key technical aspects are simplified for you with non-technical backgrounds, and vast amounts of information are condensed into easy-to-understand visuals. What You'll Learn Review how the app industry nuances and how it works Analyze app statistics and key market trends Position an app appropriately within the industry Improve app performance and related products and services Who This Book Is For App designers, UI/UX design professionals, coders, app marketers, game designers, asset designers and app publishing companies. The book is also suitable for inventors and non-tech readers unfamiliar with the industry but interested in investing in apps

Android Cookbook John Wiley & Sons

Essential Skills--Made Easy! Create advanced websites, web apps, and standalone apps for Apple iOS and Google Android devices. HTML5 for iOS and Android: A Beginner's Guide explains, step by step, how to use HTML5 and CSS3 as well as supporting technologies, such as JavaScript, MySQL, and PHP. Download wrapper code from the book's companion website to enable your programs to run like native iOS or Android apps. You'll also get tips for distributing your creations in various app stores. Everything you need to get started developing powerful mobile apps and websites is included in this hands-on guide. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Robin Nixon is a developer and freelance technical writer who has published more than 500 articles in magazines such as PC Plus, PCW, Web User, PC Advisor, and PC Answers. He is the author of several computer books, including Plug-in PHP, Plug-in JavaScript, and Plug-in CSS.

Learn iOS Application Distribution Pearson Education

Summary Apache Cordova in Action teaches you to create and launch hybrid mobile apps using Cordova or Phonegap. By following carefully selected examples, step-by-step tutorials, and crystal-clear explanations, you'll learn to build apps from the Cordova CLI, how to make use of

device features like the camera and accelerometer, how to submit your apps to Google Play and the Apple App Store, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Developing a mobile app requires extensive knowledge of native programming techniques for multiple platforms. Apache Cordova lets you use your existing skills in web development (HTML, CSS, and JavaScript) to build powerful mobile apps. Your apps also get the power of integration with native device features like the camera and file system. Apache Cordova in Action teaches you how to design, create, and launch hybrid mobile apps people will want to use. With the help of straightforward, real-world examples, you'll learn to build apps from the Cordova CLI and to make use of native device features like the camera and accelerometer. You'll learn testing techniques and discover the PhoneGap Build service and how to submit your apps to Google Play and the Apple App Store. Along the way, this helpful guide discusses mobile app design and shows you how to create effective, professional-quality UI and UX. What's Inside Build mobile apps UI, UX, and testing techniques Deploy to Google Play and the Apple App Store Employ libraries like Bootstrap, jQuery Mobile, and Ionic About the Reader Readers should be familiar with HTML, CSS, and JavaScript. No experience with mobile app development needed. About the Author Raymond Camden is a developer advocate for IBM. He is passionate about mobile development and has spoken at conferences worldwide. The Table of Contents PART 1 GETTING STARTED WITH APACHE CORDOVA What is Cordova? Installing Cordova and the Android SDK PART 2 CORE CONCEPTS Creating Cordova projects Using plugins to access device features Mobile design and user experience Considerations when building mobile apps Tools for debugging Cordova and other hybrid apps Creating custom plugins Packing options for Cordova projects Using PhoneGap tools PART 3 APPLICATION RELEASE Submitting your app Building an RSS reader app with Ionic

The Bootstrapper's Guide to the New Search Optimization CRC Press

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 basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will

configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores.

Game Development for iOS with Unity3D Addison-Wesley

The ideal reader for this book would be someone who already knows LiveCode, is interested in creating mobile apps, and wants to save the many hours it took for me to track down all of the information on how to get started! Chapter 1, LiveCode Fundamentals, will help those of you who know programming but are not familiar with LiveCode. The knowledge you've acquired should be enough for you to benefit from the remainder of the book.

Apache Cordova API Cookbook Apress

Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

Sams Teach Yourself Android Application Development in 24 Hours John Wiley & Sons

Explore the latest features of Unity and build VR experiences including first-person interactions, audio fireball games, 360-degree media, art gallery tours, and VR storytelling Key Features Discover step-by-step instructions and best practices to begin your VR development journey Explore Unity features such as URP rendering, XR Interaction Toolkit, and ProBuilder Build impressive VR-based apps and games that can be experienced using modern devices like Oculus Rift and Oculus Quest Book Description This third edition of the Unity Virtual Reality (VR) development guide is updated to cover the latest features of Unity 2019.4 or later versions - the leading platform for building VR games, applications, and immersive experiences for contemporary VR devices. Enhanced with more focus on growing components, such as Universal Render Pipeline (URP), extended reality (XR) plugins, the XR Interaction Toolkit package, and the latest VR devices, this edition will help you to get up to date with the current state of VR. With its practical and project-based approach, this book covers the specifics of virtual reality development in Unity. You'll learn how to build VR apps that can be experienced with modern devices from Oculus, VIVE, and others. This virtual reality book presents lighting and rendering strategies to help you build cutting-edge graphics, and explains URP and rendering concepts that will enable you to achieve realism for your apps. You'll build real-world VR experiences using world space user interface canvases, locomotion and teleportation, 360-degree media, and timeline animation, as well as learn about important VR development concepts, best practices, and performance optimization and user experience strategies. By the end of this Unity book, you'll be fully equipped to use Unity to develop rich, interactive virtual reality experiences. What you will learn Understand the current state of virtual reality and VR consumer products Get started with Unity by building a simple diorama scene using Unity Editor and imported assets Configure your Unity VR projects to run on VR platforms such as Oculus, SteamVR, and Windows immersive MR Design and build a VR storytelling animation with a soundtrack and timelines Implement an audio fireball game using game physics and particle systems Use various software patterns to design Unity events and interactable components Discover best practices for lighting, rendering, and post-processing Who this book is for Whether you're a non-programmer unfamiliar with 3D computer graphics or experienced in both but new to virtual reality, if you're interested in building your own VR games or applications, this Unity book is for you. Any experience in Unity will be useful but is not necessary.

Mastering Android Game Development with Unity Addison-Wesley Professional

Android game apps are typically the most popular type of Android apps in the various Google Play, Amazon Appstore and other Android app stores. So, beyond the Android game tutorials out there, what about a day-to-day handy and complete code reference for Android game developers? Android Game Recipes is your first, reliable game coding reference for today's Android game apps. This book provides easy to follow real world game code problems and solutions, including source code. This book covers code recipe solutions that are common to 2D game development problems such as designing a game menu, collision detection, moving characters, moving backgrounds and more. This book also includes how to work with player input, how to add multiple levels, how to create game graphics for different screen resolution, and how to work with device sensors. After reading and using this book, you'll have the templated code snippets, solutions and frameworks to apply to your game app design to build your game, customize it, and then sell it on the Android app stores.

Smashing Mobile Web Development Simon and Schuster

Conquer the world of Android app development Android has taken over the mobile and TV markets and become unstoppable! Android offers a vast stage for developers to serve millions—and rake in the profits—with diverse and wide-ranging app ideas. Whether you're a raw recruit or a veteran programmer, you can get in on the action and

become a master of the Android programming universe with the new edition of *Android Application Development For Dummies All-in-One*. In addition to receiving guidance on mobile and TV development, you'll find overviews of native code, watch, car, Android wear, and other device development. This friendly, easy-to-follow book kicks off by offering a fundamental understanding of Android's major technical ideas, including functional programming techniques. It moves on to show you how to work effectively in Studio, program cool new features, and test your app to make sure it's ready to release to a waiting world. You'll also have an opportunity to brush up on your Kotlin and develop your marketing savvy. There are millions of potential customers out there, and you want to stand out from the crowd! Understand new features and enhancements Get development best-practices Know your Android hardware Access online materials With a market share like Android's, the stakes couldn't be higher. *Android Application Development For Dummies All-in-One* levels the field and gives you the tools you need to take on the world.

Improving Surveys with Paradata Linden Publishing

In today's digital age, learning and creating music has never been so easy and affordable. Anyone can enhance their musical knowledge, skills, and creativity with the multitude of music apps available. However, sifting through thousands of music apps in the Apple App Store and Google Play can be a daunting task for any musician or music instructor. But not anymore! Having spent countless hours researching the most interesting useful, educational, fun, and easy-to-use music apps, Elizabeth C. Axford in *Music Apps for Musicians and Music Teachers* surveys the landscape of music-related apps for both iOS and Android mobile devices, including tablets and smartphones. *Music Apps for Musicians and Music Teachers* lists hundreds of music-related apps organized by category, including singing, musical instruments, music theory and composition, songwriting, improvisation, recording, evaluating music performances, listening to music, music history and literature, music appreciation, and more. App developers are listed with each app, including links to their websites for updates and support. The book sections and chapters align with the newly revised National Standards for Music Education released in 2014 by the National Association for Music Education. Suggested activities for educators are provided, as well as key terms and a bibliography. *Music Apps for Musicians and Music Teachers* is for anyone interested in music, whether hobbyist or professional. It enhances the ability to learn on the go by offering musicians, music students, and music instructors a list of the most useful music apps available.

HTML5 for iOS and Android: A Beginner's Guide Packt Publishing Ltd

Practical Android 4 Games Development continues your journey to becoming a hands-on Android game apps developer. This title guides you through the process of designing and developing game apps that work on both smartphones and tablets, thanks to the new Android SDK 4.0 which merges the User Interface and Experience APIs and more. The author, J.F. DiMarzio, has written eight books, including *Android: A Programmer's Guide*—the first Android book approved by Google—recently updated and translated for sale in Japan. He has an easy-to-read, concise, and logical writing style that is well suited for teaching complex technologies like the Java-based Android. From 2D-based casual games to 3D OpenGL-based first-person shooters, you find that learning how to create games on the fastest growing mobile platform has never been easier. Create 2D and 3D games for Android 4.0 phones and tablets such and the Motorola Xoom Build your own reusable “black box” for game development Easy-to-follow examples make creating the sample games a hands-on experience

Beginning Unity Android Game Development CRC Press

Provides experienced mobile developers with details about how each Cordova API works and how to use the APIs in their own applications. Original.