

DIGITAL CULTURE FESTIVAL

Multiplatform game development for beginners



duckseason

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Personal

- **Μηχανικός Πληροφορικής**
- **Java & Android developer**
- **Ιδρυτικό μέλος duckseason**
 - Android apps since 2010
 - Multi-platform games since 2012
- **Καθηγητής Πληροφορικής ΙΕΚ ΔΕΛΤΑ**



LibGDX

<https://libgdx.badlogicgames.com/>

Open Source Java game development framework

- **Desktop**
- **Android**
- **BlackBerry 10.2.1+**
- **iOS**
- **HTML5**
- **Android powered Gaming consoles (eg. OUYA)**



Famous Published Games with LibGDX



**Moy 4
Virtual Pet
Game**



Ingress



Mahjong HD



**Five Nights
At Freddy's**

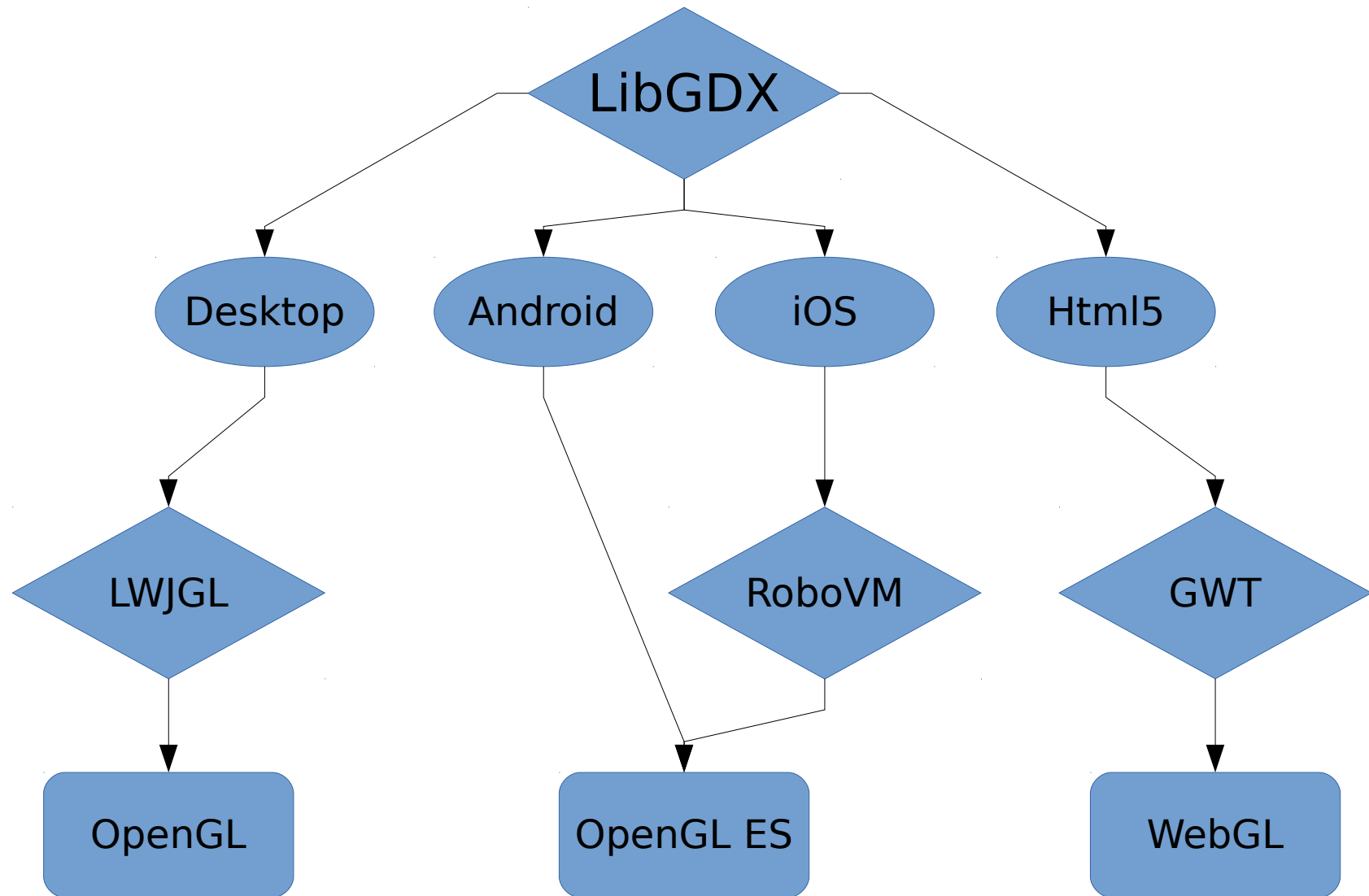


Multi-Platform

- **Γλώσσα** → **Java**
- **Build system** → **Gradle**
- **Συγγραφή Κώδικα** → **Μία φορά**
- **Κώδικας ανεξάρτητος πλατφόρμας**
- **Διαφορετικά features ανα πλατφόρμα**
- **True multi-platform**
 - Stick to minimum features



Multi-platform support



Lets Get Started

- **Download Setup App**

<https://libgdx.badlogicgames.com/download.html>

- **Generate Projects**

- **Import to your preferred IDE**

- **Develop your Game**

Get Help at

<https://libgdx.badlogicgames.com/documentation.html>



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Ερωτήσεις πριν ξεκινήσουμε;



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