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HOW TO PROGRAM A MOBILE GAME (PAPERBACK)



Createspace Independent Publishing Platform, 2017. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Mobile App Developer Mobile App Development Flow Mobile App Architecture iOS Architecture Xcode Android Architecture Android Studio Universal Windows Platform Visual Studio (add-on Xamarin) Flappy Bird using Swift Flappy Bird using Java Flappy Bird using Csharp Flappy Bird using HTML/JavaScript Multiplayer Online Game Server.

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- Authored by Duong Tran
- Released at 2017



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