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the Udacity course "2D **Game Development** with **libGDX**". Watch the full course at ...

## ***KotlinConf 2018 - Beat the High-Score: Build a Game Using libGDX and Kotlin by David Wursteisen***

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Playing games is fun but making games is ...

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**My Libgdx Game.** Simple desktop/Android platformer written in **Libgdx** Framework. Player controls gravity in order to complete level.

**My Paradise (Working Title): Day 2 (LibGDX game development)** Working on terrain, background, tweaking player border, and perhaps...digging? Sorta just prototyping out a new **game** idea.

**Concept level - libGDX, Box2D, Tiled**  
Here is a concept level on a simple project I have. For more informations on my project follow me : Facebook ...

**1 - LibGDX Game Development with**

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