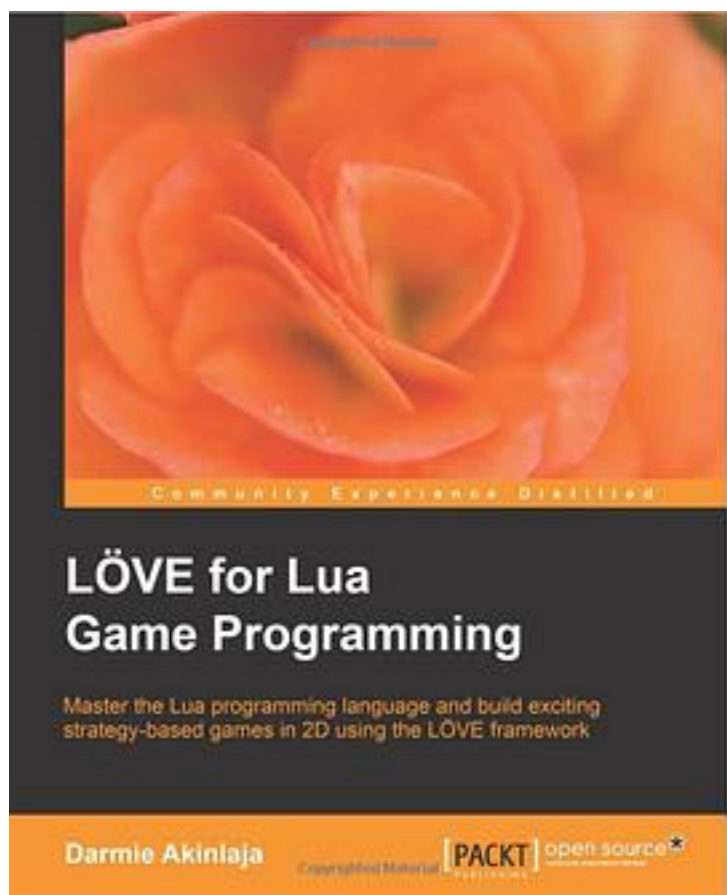


# LÖVE for Lua Game Programming



[LÖVE for Lua Game Programming\\_ 下载链接1](#)

著者:Darmie Akinlaja

出版者:Packt Publishing

出版时间:2013-10

装帧:Paperback

isbn:9781782161608

If you want to create 2D games for Windows, Linux, and OS X, this guide to the LÖVE framework is a must. Written for hobbyists and professionals, it will help you leverage Lua for fast and easy game development.

## 作者介绍:

Darmie Akinlaja is a physicist and software developer who actively develops and contributes to the architecture of RubiQube—a cross-platform mobile application that gives users access to a variety of innovative HTML5 applications based on their location. He serves as the Head of Mobile at MobiQube Ltd., a software company located in the city of Lagos, Nigeria, where he's dedicated to developing rich mobile applications for clients.

In 2008, Darmie supported his college best friend in developing a social network, which enjoyed its moment of fame at the Federal University of Technology, Akure. In 2011, his interest in video games and animations deepened, so he founded a video game production start-up, Gigaware Enterprise, with the goal of creating the best quality and fun games with local African contexts.

Darmie's passion for technology began at the age of 7 when he had his first encounter with a computer system; ever since, his curiosity has helped him discover a lot about technology and also helped him learn everything by himself.

## 目录:

[LÖVE for Lua Game Programming 下载链接1](#)

## 标签

计算机

英文版

lua

gamedev

## 评论

-----  
[LÖVE for Lua Game Programming 下载链接1](#)

书评

-----  
[LÖVE for Lua Game Programming 下载链接1](#)