

**Corona SDK Mobile Game Development: Beginner's Guide**  
**By Michelle M. Fernandez**

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You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games  
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Aimed at beginners, this video tutorial course will guide you through the creation of your own game for Mobile Game Development With Corona SDK ( 2014 ).  
<https://www.udemy.com/beginning-mobile-game-development/>

Beginner's Guide. Discover how to use the CryENGINE 3 free SDK, the . Michelle is the author of Corona SDK Mobile Game Development: Beginner's Guide,.  
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Michelle M. Fernandez is a mobile game developer for iOS/Android devices and co-founder of MobiDojo (<http://www.mobidojo.com>). She is also a mentor for  
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<https://gamedevelopment.tutsplus.com/.../get-started-with-mobile-game-development-...>

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<https://stackoverflow.com/questions/4886835/beginning-in-lua-for-corona-sdk>

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Author of Corona SDK Mobile Game Development: Beginner's Guide Presented at informational sessions for the Mobile Game Development program.

<https://www.linkedin.com/in/mmfernandez>

There are many ways to get started in Android game development, here are some We have also written many game tutorials using an array of software from Corona SDK, GameMaker: Cross platform mobile development.

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<https://www.researchgate.net/...mobile...development...Corona/.../Beginning-mobile-a...>

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Get up to speed quickly with our chapter-by-chapter Getting started guide. In game design, a common element is object spawning, whether it be spawning a variable number of enemies and placing them randomly about the Our flagship product, Corona, is the world's most advanced 2D mobile development platform.

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