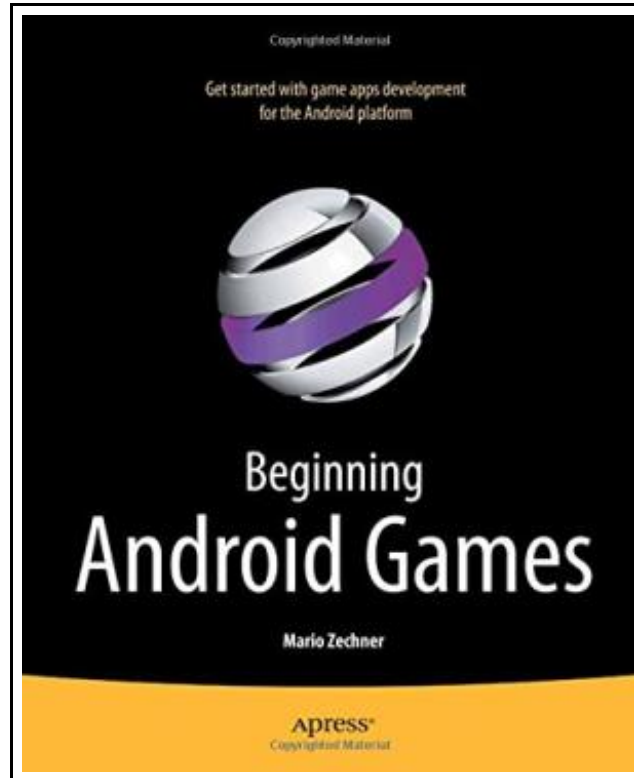# Beginning Android Games

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Reviews

The book is great and fantastic. It is writter in straightforward words and phrases rather than difficult to understand. You wont really feel monotony at at any time of your respective time (that's what catalogues are for regarding should you question me).
(Payton Miller)

BEGINNING ANDROID GAMES

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Apress. Paperback. Book Condition: New. Paperback. 688 pages. Dimensions: 9.3in. x 7.5in. x 1.5in.Beginning Android Games offers everything you need to join the ranks of successful Android game developers. Youll start with game design fundamentals and programming basics, and then progress towards creating your own basic game engine and playable games. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming titleBeginning Android Games will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of game development The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform For those looking to learn about Android tablet game app development or want Android 4 SDK specific coverage, check out Beginning Android 4 Games Development, now available from Apress. What youll learn How to set up and use the development tools for developing your first Android application The fundamentals of game programming in the context of the Android platform How to use the Androids APIs for graphics (Canvas, OpenGL ES 1. 01. 1), audio, and user input to reflect those fundamentals How to develop two 2D games from scratch, based on the Canvas API and OpenGL ES. How to create a full-featured 3D game How to publish your games, get crash reports, and support your users How to complete your own playable 2D OpenGL games Who this book is for This book...

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