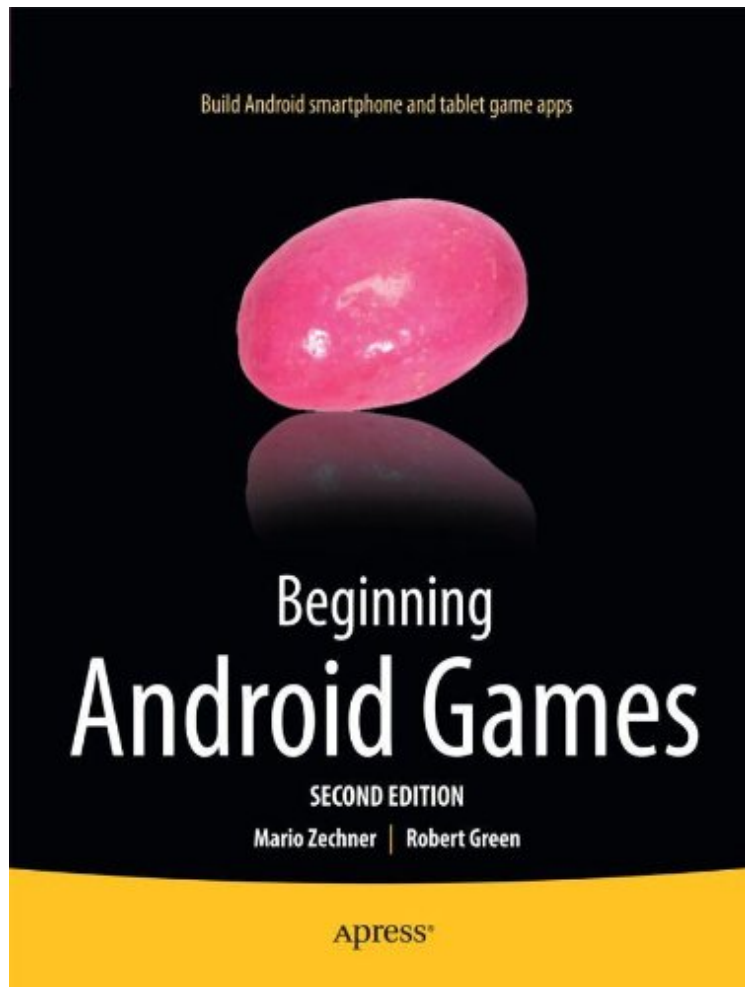


(Mobile pdf) Beginning Android Games

Beginning Android Games

Von Mario Zechner, Robert Green

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Von Mario Zechner, Robert Green : Beginning Android Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Beginning Android Games:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Einfach nur spitze!Von macbamAuch ich wollte ein Buch in deutscher Sprache, bin aber voll und ganz begeistert von diesem Werk.Dieses Buch hat einen wirklich guten Schreibstil und geht ohne abzuschweifen auf das Thema ein.Es wird nicht nur einfach irgendein Spiel hingeklatscht...Es werden wichtigen Themen rund um die (Spiele)-Entwicklung erklrt und Schritt fr Schritt ein Framework + Spiel entwickelt.Nach der Bearbeitung des Buches kann man, meiner Meinung nach, sicher und sehr gut Informiert an das erste, eigene Spiele-Projekt rangehen.Ich wrde jeden dieses Buch empfehlen, die sich mit der Spiele-Entwicklung fr Android-Gerte beschftigen mchten.2 von 2 Kunden fanden die folgende Rezension hilfreich. Gutes Buch fr erfahrene Java-ProgrammiererVon SchoenfeldtIm groen und ganzen lohnt

sich der Kauf definitiv, da eine sehr gute API zu Verfügung gestellt wird auf der man sein Spiel aufbauen kann, das heißt man muss sich kaum noch um die Kommunikation zwischen Gerät und Spiel kümmern. Was ich als Anfänger sehr befördernd finde ist die Tatsache, dass das erste Spiel "Mr.Nom" (ein Snake abklatsch) direkt als MVC Prinzip implementiert wird, was für Leute, die dieses Prinzip nicht kennen UERST verwirrend ist. Auf jeden Fall ein Wadenbeier. Das Englisch an sich ist gut verständlich und nett geschrieben. Ich empfehle allerdings vorher eine Lektüre, die sich mit Android-Entwicklung befasst. Wer keine guten Java-Skills besitzt sollte diese auch erstmal auffrischen. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Guter Schreibstil Von M. Wollte eigentlich ein Buch in deutscher Sprache zum Thema. Aber leider wurde das Buch "Spiele programmieren für Android" (Strubig/dpunkt) nun doch nicht veröffentlicht. Jetzt habe ich zum bestbewerteten Buch in englischer Sprache gegriffen und bin was die ersten Kapitel betrifft begeistert. Der/die Autor(en) bringen es immer auf den Punkt ohne zuviel blabla. Man kann ihnen gut folgen und merkt, dass hier Leute Ahnung haben. (wenn ich im Buch weiter voran gekommen bin, werde ich diese Bewertung mal aktualisieren).

Kurzbeschreibung Beginning Android Games, Second Edition offers everything you need to join the ranks of successful Android game developers, including Android tablet game app development considerations. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android and earlier version compliant smartphones and now tablets. 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 title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in new Android SDK and earlier SDK releases for Android smartphones and tablets: The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game, including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean; however, this book is structured so that app developers can use earlier Android SDK releases. This book is backward compatible like the Android SDK. What you'll learn How to set up/use the development tools for creating your first Android game app The fundamentals of game programming in the context of the Android platform How to use the Android's APIs for graphics (Canvas, OpenGL ES 1.0/1.1), audio, and user input to reflect those fundamentals How to develop two 2D games from scratch, based on 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 is for people with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform. Kurzbeschreibung Beginning Android Games, Second Edition offers everything you need to join the ranks of successful Android game developers, including Android tablet game app development considerations. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android and earlier version compliant smartphones and now tablets. 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 title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in new Android SDK and earlier SDK releases for Android smartphones and tablets: The fundamentals of game development and design suitable for Android smartphones and tablets The Android platform basics to apply those fundamentals in the context of making a game, including new File Manager system and better battery life management The design of 2D and 3D games and their successful implementation on the Android platform This book lets developers see and use some Android SDK Jelly Bean; however, this book is structured so that app developers can use earlier Android SDK releases. This book is backward compatible like the Android SDK. What you'll learn How to set up/use the development tools for creating your first Android game app The fundamentals of game programming in the context of the Android platform How to use the Android's APIs for graphics (Canvas, OpenGL ES 1.0/1.1), audio, and user input to reflect those fundamentals How to develop two 2D games from scratch, based on 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 is for people with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform. ber den Autor und weitere Mitwirkende Robert Green is a mobile video game developer from Portland, OR who develops and publishes mobile games under the brand Battery Powered Games. He has developed

over a dozen mobile games and graphically interactive apps for himself and clients in the last two years which include 2D and 3D action, puzzle, racing and casual games. Before diving full time into video game development, Robert worked for software companies in Minneapolis and Chicago including IBM Interactive. Robert's current focus is on cross platform game development and high performance mobile gaming.