Java 8 Games Development

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Wallace Jackson

apress*

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Beginning Java 8 Games Development Wallace Jackson, 2014-12-04 Beginning Java 8 Games Development written by Java expert and author Wallace Jackson teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language In this book you ll employ open source software as tools to help you guickly and efficiently build your Java game applications You ll learn how to utilize vector and bit wise graphics create sprites and sprite animations handle events process inputs create and insert multimedia and audio files and more Furthermore you ll learn about JavaFX 8 now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot print so your game application can run on your PC mobile and embedded devices After reading and using this tutorial you ll come away with a cool Java based 2D game application template that you can re use and apply to your own game making ambitions or for fun Pro Java 9 Games Development Wallace Jackson, 2017-11-14 Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices Written by open source gaming expert Wallace Jackson this book uses Java 9 and NetBeans 9 to add leading edge features such as 3D textures animation digital audio and digital image compositing to your games Along the way you ll learn about game design including game design concepts genres engines and UI design techniques To completely master Java 3D game creation you will combine this knowledge with a number of JavaFX 9 topics such as scene graph hierarchy 3D scene configuration 3D model design and primitives model shader creation and 3D game animation creation With these skills you will be able to take your 3D Java games to the next level The final section of Pro Java 9 Games Development puts the final polish on your abilities You ll see how to add AI logic for random content selection methods harness a professional scoring engine and player proof your event handling After reading Pro Java 9 Games Development you will come away with enough 3D expertise to design develop and build your own professional Java 9 games using JavaFX 9 and the latest new media assets What You ll Learn Design and build professional 3D Java 9 games using NetBeans 9 Java 9 and JavaFX 9 Integrate new media assets such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game modeled textured and animated using JavaFX Optimize game assets for distribution and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience This book can be for experienced game developers new to Java programming **Pro Android Wearables** Wallace Jackson, 2015-07-07 Pro Android Wearables details how to design and build Android Wear apps for new and unique Android wearable device types such as Google Android smartwatches which use the new WatchFaces API as well as health monitoring features and other cool features such as altimeters and compasses It s time to take your Android 5 Wear application development skills and experience to the next level and get exposure to a whole new world of hardware As smartwatches continue to grab major IoT headlines there is a growing interest in building Android apps that run on these wearables which are now being offered by dozens of major

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