Learn how to solve real-world game development problems



Android Game Recipes

A Problem-Solution Approach

Jerome DiMarzio

Android Game Recipes A Problem Solution Approach Author Jerome Dimarzio Apr 2014

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Android Game Recipes Jerome DiMarzio, 2014-01-23 Android game apps are typically the most popular type of Android apps in the various Google Play Amazon Appstore and other Android app stores So beyond the Android game tutorials out there what about a day to day handy and complete code reference for Android game developers Android Game Recipes is your first reliable game coding reference for today s Android game apps This book provides easy to follow real world game code problems and solutions including source code This book covers code recipe solutions that are common to 2D game development problems such as designing a game menu collision detection moving characters moving backgrounds and more This book also includes how to work with player input how to add multiple levels how to create game graphics for different screen resolution and how to work with device sensors After reading and using this book you ll have the templated code snippets solutions and frameworks to apply to your game app design to build your game customize it and then sell it on the Android app stores Android Recipes Dave Smith, Jeff Friesen, 2014 Android continues to be one of the leading mobile OS and development platforms driving today s mobile innovations and the apps ecosystem Android appears complex but offers a variety of organized development kits to those coming into Android with differing programming language skill sets Android Recipes A Problem Solution Approach Third Edition offers more than 100 down to earth code recipes and guides you step by step through a wide range of useful topics using complete and real world working code examples It's updated to include the KitKat Android 4 4 SDK as well as earlier releases Instead of abstract descriptions of complex concepts in Android Recipes you ll find live code examples When you start a new project you can consider copying and pasting the code and configuration files from this book and then modifying them for your own customization needs Crammed with insightful instruction and helpful examples this third edition of Android Recipes is your quide to writing apps for one of today's hottest mobile platforms It offers pragmatic advice that will help you get the job done quickly and well This can save you a great deal of work over creating a project from scratch **Beginning Android Games** Mario Zechner, J. F. DiMarzio, Robert Green, 2016-12-08 Learn all of the basics needed to join the ranks of successful Android game developers You ll start with game design fundamentals and Android programming basics and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets Beginning Android Games Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware 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 Android What You ll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics audio and user input to reflect those fundamentals Develop two 2D games from scratch based on Canvas API and OpenGL ES Create a full featured 3D game Publish your games get crash reports and support your users Complete your own playable 2D OpenGL games Who 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

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Development Jerome DiMarzio,2011-12-20 Practical Android 4 Games Development continues your journey to becoming a hands on Android game apps developer This title guides you through the process of designing and developing game apps that work on both smartphones and tablets thanks to the new Android SDK 4 0 which merges the User Interface and Experience APIs and more The author J F DiMarzio has written eight books including Android A Programmer's Guide the first Android book approved by Google recently updated and translated for sale in Japan He has an easy to read concise and logical writing style that is well suited for teaching complex technologies like the Java based Android From 2D based casual games to 3D OpenGL based first person shooters you find that learning how to create games on the fastest growing mobile platform has never been easier Create 2D and 3D games for Android 4 0 phones and tablets such and the Motorola Xoom Build your own reusable black box for game development Easy to follow examples make creating the sample games a hands on experience

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