Program great games that make use
of all the advantages of a tablet

Beginning
Android Tablet
Games Programming

Jeremy Kerfs

Beginning Android Tablet Games Programming

Mario Zechner,Robert Green

Beginning Android Tablet Games Programming:

   Beginning Android Tablet Games Programming Jeremy Kerfs,2012-01-13 Android games programmers now have the power to write games for Android tablets Beginning Android Tablet Games Programming explains how to enhance your Android games using the new tablet interface and the additional screen estate You ll learn how to bring your programming skills up to date and into a world where touch screens games physics and artificial intelligence come together in new and surprising ways Beginning Android Tablet Games Programming shows how to quickly and easily set up an Android development environment in no time at all you ll be programming away You ll begin with some simple games using sprites and choreographed movement Next you ll learn how to handle user input in the modern age of touch screens and motion Along the way you ll discover how to use that extra screen space on a tablet to provide more relaxed and more interesting user interactions in your games You ll learn how to use sound and music for instance to make your application menus more user friendly The Android operating system has recently acquired multicore functionality to meet the demands of multicore devices now entering the tablet market With Beginning Android Tablet Games Programming you ll discover how to harness that new power with your games programming through more process demanding and fun techniques including physics modeling rich game world representation artificial intelligence and multiplayer interactions Throughout each chapter of Beginning Android Tablet Games Programming you ll find code that you can add or adapt to your own games to create the components you want You can also work up to wrapping everything together into a complete Mario type example game Finally when you have your first games ready learn how developers have released their games and made a profit You ll find tips on how to present your games in the Android andother application markets and a solid approach to games marketing and monetization   **Beginning Android Games** Robert Green,Mario Zechner,2013-01-26 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

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be acquainted with the creation of basic 3D objects in the game while understanding the purpose of several of Unity s windows In the last chapters you will learn to create a simple game for Android using the concepts studied in the previous chapters Scripts will be written to handle the behaviors of the player and enemies as well as to handle other aspects of the game The author shares tips along the way to help improve in game performance such as switching to the universal rendering pipeline when targeting mobile platforms At the end of the book you will have a solid knowledge in making basic Android games that can be upgraded later to make more complex games What You Will Learn Explore basic Unity and C programming concepts and scripting for Android games Navigate around the Unity interface and use its basic tools Make the most of popular components and features of Unity Write an Android game with optimizations Who This Book Is For Absolute beginners learning to program games for the Android platform using Unity3D Basic knowledge of programming would be beneficial for the reader but is not required   *Learning Android Game Development* Havard Kindem,2016-11-30 Android Game development made easy About This Book Be introduced to core game development topics by getting hands on with real world 2D game development Through this uniquely designed guide you ll be a game developer in no time If you re looking to move into Android game development this is the book for you especially if you are looking to take pride in developing games from scratchWho This Book Is ForThis book is ideal for Android developers who are just starting out with game development as it does not assume any prior knowledge of game development techniques or principles but it does not teach Java or deal with any basic Android orientation While it is accessible for beginners it s recommended to know your way around Android before starting out What You Will Learn Understand the challenges of making games in Android versus desktop Use the fundamentals of OpenGL and its pipeline Write reusable building blocks that are essential to making games Write and use common algorithms that are used in games Be able to write GLSL shaders to write amazing visuals Understand what make games fun to play Distribute your first gameIn DetailFocused on 2D game development Learning Android Game Development is an entry level look at how to make games on the Android platform You ll learn to build complete slick and intuitive Android games as we turn you from a beginner who has little experience into a competent 2D Android game developer This book will improve your knowledge of the Android platform and will show you how you can start making games using your existing Java knowledge We cover the basics of creating your game adding in GUIs and game menus creating online leader boards and adding in login pages with Google or Facebook By the end of the book you ll have created your first Android game and learned how to publish it to the Google Play store   *Beginning Android Programming with Android Studio* Jerome DiMarzio,2016-10-06 A hands on introduction to the latest release of the Android OS and the easiest Android tools for developers As the dominant mobile platform today the Android OS is a powerful and flexible platform for mobile device The new Android 7 release New York Cheesecake boasts significant new features and enhancements for both smartphone and tablet applications This step by step resource takes a hands on approach to teaching you how to create Android applications

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