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Beginning Android Games

Build Android smartphone and tablet game apps

Beginning
Android Games
SECOND EDITION
Mario Zechner | Robert Green
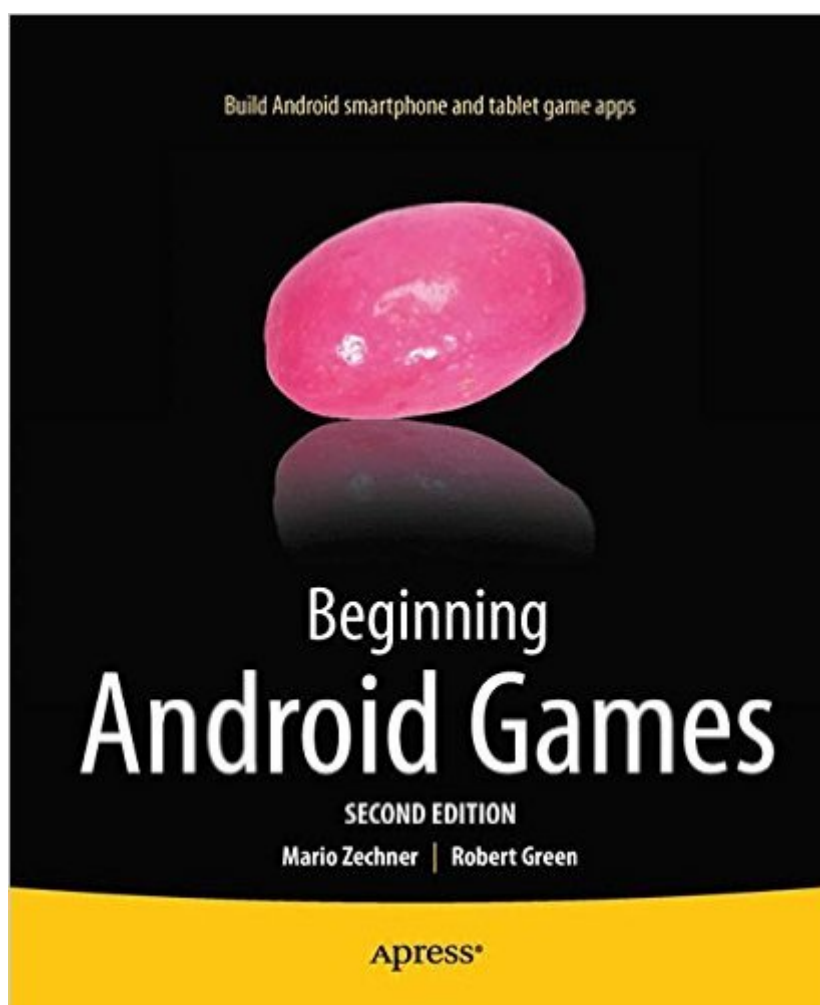Apress

Synopsis

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. Â 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? Â Beginning Android Games will help you kick-start your project. Â 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 Â 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. Â This book is backward compatible like the Android SDK. Â

Book Information

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Customer Reviews

A few things that make this book good:-It's updated! I own the first version of this book (Beginning Android Games 4) which was suppose to cover Android 4.0, but in reality was just the an older version of the book originally meant for Android 2.3 masked with the words "Android 4.0". You could tell it was old due all the screenshots being from phones running Android 2.3 and all the references in the book being years upon years old. This book however fixes all of that, it has truly been updated to Android 4.0. The screenshots have been replaced with ones from Android 4.0 and all the references are contemporary, i.e. the Android OS pie chart is updated to August 2012. Though in terms of code, not much has really changed. However this is to expected as the Android SDK doesn't change drastically with every new OS release.-It's easy to grasp. It gives you background information on Android and then takes you into basic operations like input and basic file I/O, then building a basic game afterwards. The chapter also flows a lot more nicely than the first edition as well.-They're new chapters/section compared to the first edition, with bugs in the code ironed out. This point is to mainly to show that this edition overhauls the book and is not just a minor update with the words "second edition" on it to milk money (if only college textbooks were like that...). For example, there's a new chapter that discusses marketing and advertisement.I do have to say though that it is a tad bit overwhelming at the start if you are just beginning with Java, though this does get better as you get further in the book because I do feel that the author explains everything nicely without being too over complicated and confusing.

I just finished reading and coding from all 678 pages of Mario Zechner's and Robert Green's book Beginning Android Games 2nd edition and I wanted to give others insight into my findings about the book.http://www..com/Beginning-Android-Games-Mario-Zechner/dp/1430246774/ref=sr_1_1?s=books&ie=UTF8&qid=1360183484&sr=1-1&keywords=beginning+android+games+2nd+editionFirst off I would like to say that I am completely satisfied with the purchase of this book.I was attempting to write my first games based off random blogs and articles online and I was totally missing many important concepts and wasting time.Also, please note this is not a LibGDX book. I actually bought it thinking that it was but I learned way more than I ever knew in creating a custom framework.Usable for Beginners [9/10]Yes if you have never made a game before this book walks you through every step of the way. If you have never or have very limited experience on programming then I do not think this book is for you since games are a rather more advanced form of programming.Readability [10/10]This book is written in a light helpful tone that really holds your hand the whole time. It made the experience fun and sometimes funny.Grammer and spelling

mistake proof[8/10]There are a few mistakes in this book, sometimes even the code is incorrect. Using the mode [...] uses with a book bug bounty might pay off and keep from getting a % of your profits.Correctness of Concepts[10/10]I am not a professional developer however I do my research and I have found no faults with this book.

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