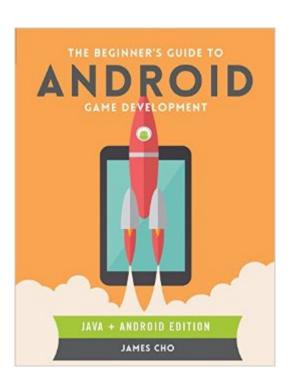# The Beginner's Guide To Android Game Development

Synopsis

Android Game Development Made Easy. If you've always wanted to make Android games but didn't know where to start, this book is for you. Whether you are an absolute beginner with no programming experience or an experienced Java developer wanting to get started with game development, this comprehensive book will help you accomplish your goals and teach you how to build your own games from scratch-no game engines needed. In this beginner-friendly guide, you will find focused, step-by-step approaches designed to help you learn and practice one fundamental concept at a time. You will study Java and write object-oriented applications. You will experiment with the building blocks of Android and create fun, interactive 2D games with touch controls. You will even learn how to integrate social features such as a global leaderboard and publish your game to be shared with the billion Android users across the world. This book provides access to an extensive library of sample Java and Android game projects via its companion website so that you can continue learning on your own and grow as a game programmer. With this up-to-date guide in your hand, you will be able to successfully navigate common pitfalls and get up and running with your own projects in no time. Tested on Android Lollipop. All the code in the book has been tested on the Android Lollipop SDK (5.0), and is available under the open source MIT license at the bookâ ™s companion site. Table of Contents: *Unit 1: Java Basics *Chapter 1: The Fundamentals of Programming, *Chapter 2: Beginning Java, *Chapter 3: Designing Better Objects, *Unit 2: Java Game Development, *Chapter 4: Laying the Foundations, *Chapter 5: Keeping It Simple, *Chapter 6: The Next Level, *Unit 3: Android Game Development, *Chapter 7: Beginning Android Development, *Chapter 8: The Android Game Framework, *Chapter 9: Building the Game, *Unit 4: Finishing Touches, * Chapter 10: Releasing Your Game, *Chapter 11: Continuing the Journey

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Customer Reviews

I always wanted to get into Android programming. This was the third book I tried after The Big Nerd Ranch's Guide to Android Programming as well as Beginning Android Games by Mario Zechner/Robert Green.This book was simply more welcoming and provided a much more gradual start. You begin by creating the games in strictly Java. Then, it shows you how to port those games into Android. Cho goes step by step in every chapter and shows you what each line of code is for. It's really a great guide. In fact, I have already created my own version of the class snake game because of what I learned from this book. I am now working on my second game.Afterwards, I will continue reading Beginning Android Games to further learn Android Gaming. I highly recommend this book. It is really for beginners. It assumes no prior knowledge.

This guy knows what he is doing, AND he knows how to explain up-to-date programming methodology. He makes complex topics more accessible and presents well-crafted, correctly working Android game source code. Can hardly wait for Mr. Cho's Android Game Development Part 2 - Cho's books could become modern game programming classics. The accompanying website lets you download progressively more complete code perfectly matching each chapter. The website also tracks the book's remarkably few coding errors - few and very, very minor. Cho's code works. In all, it's a book aspiring Android game programmers can really get into and get a lot out of.

Great start if you want to get into programming for android. It starts off teaching java basics and runs through some simple programs. I like how the author gives you detailed instructions on how to set-up your working environment. The guide is very easy to follow and the author does an excellent job of explaining concepts and walking you through android development. This is a guide to start on if you are looking to pick up a hobby or trying to learn java/android development, or just trying to refresh your skills.

Since I have knowledge of and use several programming languages I always appreciate an author's review of the programming language the book is referring to, Java in this case. I saw some things in a new light, i.e., his clear explanation of the use of the static keyword in Appendix A. I also

appreciate his use of color in diagrams, code, etc.,, color makes important concepts more focus-able, at least for me. Terrific book, well written, easy to follow, and is proving an enormous help with my game app.

This is an awesome intro book to not just android programming and game development, but also to java and object oriented programming. I am a senior studying Electrical Engineering so I already have programming experience, but I was quickly able to grasp all the concepts from the book and learn how they are implemented into making games. Overall it is an excellent book and I cannot recommend it enough to someone looking to get into android programming.

I had absolutely no Java or Android development experience when I purchased this book. Three months later, I published my first game to the Play Store! James walks you through every step using concise language and each chapter builds upon the last. Highly recommended!

I actually read through this book last year (around this time), and now after using the game framework to start my first big project, I decided a good review was well overdue. Of course, much has changed in the Android world over the past 2 years, but the essential takeaway hasn't: learning to build a simple game development framework for Android games!Even though I already had some Java and Android experience, the book is very capable of bringing an absolute beginner up to speed with the essentials of Java (and object-oriented) programming, which is absolutely necessary for a smooth transition into Android development.As a newbie to game development, the main benefit for me was learning to build a simple game development framework. While others feel the name of the book does not accurately represent the contents of the book, I'd say that Mr. Cho is spot on. In terms of what you will know at the end of the book, the name is correct.The game framework is clear, concise and easy to modify for a different game style without having to change much (or any) of the core architecture. I highly recommend using this game framework and attempting to build a completely different style of game (such as a shooter or a puzzle game), as it will deepen your understanding of it and give you new problems to solve! While there are simplifications in the framework, the book's companion site has additional resources.I also like that, at the end of the book, Mr. Cho points you in new directions for continued learning. I personally will be exploring libGDX next, and may be transitioning my current project over to it.If you're looking for a good introduction to simple game development on Android, this book is for you!

Well I always wanted to make a game since I was a kid but didn't know where to even start this book showed me the way.The language is lucid and clear and it shows that the author has taken lots of care to ensure the readers understand and I think he has succeeded in his effortsSimply loved itI highly redommene this gook

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