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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: SDK Game Development Hub; Introduction; Setting up a project; Importing a model; Using Scene Composer; Modifying heightmaps with Terrain Editor; Adding a sky box and lighting; Adding water using a filter; Adding some ambient audio; Creating bitmap fonts with Font Creator; Retrieving an attachment node; Using ParticleEmitter - Soaring Birds; An advanced ParticleEmitter class; Chapter 2: Cameras and Game Controls; Introduction; Creating a reusable character control Attaching an input AppState objectFiring in FPS; Firing non-instant bullets; Creating an RTS camera AppState object; Selecting units in RTS; Making the camera follow units; Following a character with ChaseCamera; Adding a game controller or joystick input; Leaning around corners; Detecting cover automatically in a third-person game; Chapter 3: World Building; Introduction; Using noise to generate a terrain; Lighting your world and providing it with dynamic lights; Deforming a terrain in real time; Automating trees" distribution; Endless worlds and infinite space Flowing water with cellular automataThe essentials of a cube-based world; Chapter 4: Mastering Character Animations; Introduction;

Previewing animations in SDK; Creating an animation manager control; Extending the animation control; Handling jump animations; Creating a custom animation - leaning; Creating a subanimation; Lip syncing and facial expressions; Eye movement; Location-dependent animation - edge check; Aligning feet with ground - inverse kinematics; Chapter 5: Artificial Intelligence; Introduction; Creating a reusable AI control class; Sensing - vision; Sensing - hearing
Decision making - Finite State MachineCreating the AI using cover; Generating NavMesh in SDK; Pathfinding - using NavMesh; Controlling groups of AI; Pathfinding - our own A* pathfinder; Chapter 6: GUI with Nifty GUI; Introduction; Initializing Nifty and managing an options menu; Loading the screen; Creating an RPG dialog screen; Implementing a game console; Handling a game message queue; Creating an inventory screen; Customizing the input and settings page; Using offscreen rendering for a minimap; Chapter 7: Networking with SpiderMonkey; Introduction; Setting up a server and client
Handling basic messagingMaking a networked game - Battleships; Implementing a network code for FPS; Loading a level; Interpolating between player positions; Firing over a network; Optimizing the bandwidth and avoiding cheating; Chapter 8: Physics with Bullet; Introduction; Creating a pushable door; Building a rocket engine; Ballistic projectiles and arrows; Handling multiple gravity sources; Self-balancing using RotationalLimitMotors; The principles of a bridge-building game; Networked physics; Chapter 9: Taking Our Game to the Next Level; Introduction
Creating a muzzle flash using ParticleEmitter

Sommario/riassunto

If you are a jMonkey developer or a Java developer who is interested to delve further into the game making process to expand your skillset and create more technical games, then this book is perfect for you.