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Nota di contenuto	Android Game Programming For Dummies; About the Author; Dedication; Author's Acknowledgments; Contents at a Glance; Table of Contents; Introduction; Why You Need This Book; Conventions Used in This Book; Technical Considerations; How This Book Is Organized; Icons Used in This Book; Where to Go from Here; Part I: Adopting the Android Gaming Mindset; Chapter 1: Getting to Know Android Gaming; Seeing the Potential of the Android Platform; What You Must Know about the Mobile Gaming Industry; How Android Is Suited to Mobile Gaming; Thinking Through Your Game Project; Knowing What Tools You Need Capitalizing on Your GameChapter 2: Designing Your Game; Deciding What Kind of Game to Make; Identifying Your Target Audience; Targeting Devices; Chapter 3: Setting Up Your Development Environment; Starting at the Beginning; Downloading and Installing Eclipse; Installing the Software; The Android Virtual Device (AVD) Manager; Creating an Android Project; Running an Android App; Part II: Starting to Program; Chapter 4: Dissecting an Android App; Creating a New Project; Taking the Bird's Eye View of a Project; Editing the Manifest; Organizing Resources; Organizing the Source Directory Understanding ActivitiesUsing Views; Part III: Making Your First Game:

Crazy Eights; Chapter 5: Creating a Simple Title Screen; Creating a Custom View; Loading the Title Graphic; Drawing the Title Graphic; Handling Screen Orientation; Controlling Screen Timeout; Making the Game Full-Screen; Adding buttons; Handling Button States; Launching the Play Screen; Chapter 6: Creating a Basic Play Screen; Displaying Cards; Taking Your Turn; Chapter 7: Finishing Your First Game; Ending Hands and Games; Wrapping Up the Game; Part IV: Moving On to Your Second Game: Whack-a-Mole

Chapter 8: Creating a Complex Title Screen Using SurfaceView; Adding an Options Menu; Toggling the Sound Option; Chapter 9: Creating an Animated Play Screen; Handling Images for the Play Screen; Making Simple Animations; Handling User Interaction; Loading and Playing Sounds; Handling End of Game; Chapter 10: Storing and Retrieving Game Information; Using Shared Preferences for Data Storage; Using XML for Data Storage; Using a SQLite Database for Data Storage; Part V: Managing Your Game in the Market; Chapter 11: Making Money with Your Game; Knowing Your Competition; Monetization Models Alternatives to Google Play; Chapter 12: Publishing and Updating Your Game; Creating a developer account for Google Play; Generating a Key with Keytool; Exporting a Signed Application; Uploading Your Game to Google Play; Supporting and Updating Your Game After Publication; Part VI: The Part of Tens; Chapter 13: Ten Open-Source Game Projects; Lunar Lander; Replica Island; Alien Blood Bath; OpenSudoku; Lexic; Newton's Cradle; Vector Pinball; asqare; tiltmazes; GL ES Quake; Chapter 14: Ten Game Engines and Tools; libgdx; AndEngine; Unity; OpenFeint; Flurry; Audacity; sfxr; GIMP; Inkscape; AdWhirl; Chapter 15: Ten More Places to Distribute Your Game

Sommario/riassunto

Learn how to create great games for Android phones Android phones are rapidly gaining market share, nudging the iPhone out of the top spot. Games are the most frequently downloaded apps in the Android market, and users are willing to pay for them. Game programming can be challenging, but this step-by-step guide explains the process in easily understood terms. A companion Web site offers all the programming examples for download. Presents tricky game programming topics--animation, battery conservation, touch screen input, and adaptive interface issues--in the straightforward, ea
