Beginning Java SE 6 Game Programming, Third Edition

By Jonathan S. Harbour

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BEGINNING JAVA SE 6 GAME PROGRAMMING, THIRD EDITION is perfect for beginner level game programmers with some Java experience who want to quickly and easily learn how to create games using the latest version of the Java SDK, Java 6. Written in simple language, the book teaches each new skill using engaging tutorials in which you'll write short programs that demonstrate the topics being covered to reinforce what you've just learned. Each chapter builds upon the previous ones, allowing you to repeat and practice the techniques covered. You'll begin with the basics of writing a simple game using vector graphics, move on to utilizing Java's advanced library to add animation and sound effects, and end by creating a professional, sprite-based game full of interesting artwork and details that you can share with others on the web. And you'll be able to use the skills and techniques you've learned to create your own games to play and share. All you need to get started is a basic understanding of Java and your imagination!

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Editorial Review

Review
Part I: JAVA FOR BEGINNERS. 1. Getting Started With Java. 2. Java Programming Essentials. 3. Creating Your First Java Game. Part II: JAVA GAME PROGRAMMING. 4. Vector-Based Graphics. 5. Bitmap-Based Graphics. 6. Simple Sprites. 7. Animated Sprites. 8. Keyboard and Mouse Input. 9. Sound Effects and Music. 10. Timing and the Game Loop. Part III: THE GALACTIC WAR PROJECT. 11. Galactic War: From Vectors to Bitmaps. 12. Galactic War: Sprites and Collision Boxes. 13. Galactic War: Squashed By Space Rocks. 14. Galactic War: Entity Management. 15. Galactic War: Finishing The Game. 16. Galactic War: Web Deployment. Part IV: APPENDICES. Appendix A: Chapter Quiz Answers.

From the Author
Part I - Java For Beginners
Chapter 1 - Getting Started With Java
Chapter 2 - Java Programming Essentials
Chapter 3 - Creating Your First Java Game

Part II - Java Game Programming
Chapter 4 - Vector-Based Graphics
Chapter 5 - Bitmap-Based Graphics
Chapter 6 - Simple Sprites
Chapter 7 - Animated Sprites
Chapter 8 - Keyboard and Mouse Input
Chapter 9 - Sound Effects and Music
Chapter 10 - Timing and the Game Loop

Part III - The Galactic War Project
Chapter 11 - Galactic War: From Vectors to Bitmaps
Chapter 12 - Galactic War: Sprites and Collision Boxes
Chapter 13 - Galactic War: Squashed By Space Rocks
Chapter 14 - Galactic War: Entity Management
Chapter 15 - Galactic War: Finishing the Game
Chapter 16 - Galactic War: Web Deployment

Source code for the projects in this book may be downloaded from the online resources provided.

About the Author
Jon Harbour has been programming video games since the 1980s. His first video game system was an Atari 2600 which he played with disassembled on the floor of his room as a kid. He has written on languages and subjects that include: C++, C#, Basic, Java, DirectX, Allegro, Lua, DarkBasic, XNA Game Studio, Pocket PC, Nintendo GBA, and game console hacking. He is the author of *Visual Basic Game Programming for Teens, 3rd Edition; Visual C# Game Programming for Teens*; *Beginning Game Programming, 3rd Edition*; *Multi-Threaded Game Engine Design* and *XNA Game Studio 4.0 for Xbox 360 Developers*. Read his blog on Amazon's Jonathan S. Harbour Page.

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