Beginning Java Game Programming Second Edition

By Jonathan S. Harbour

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Are you serious about learning how to create real, Java-based games for fun and sharing? Do you have a basic understanding of the Java programming language? If you've answered yes, then you are ready to get started building web-based 2D games from scratch using the latest version of the Java Development Kit! "Beginning Java Game Programming, Second Edition" is a hands-on guide that is perfect for beginner-level game programmers who want to quickly and easily learn how to create games using Java. Written in simple language, the book teaches each new skill using engaging tutorials, followed by end-of-chapter questions and exercises to help 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 2D game using vector graphics, move on to utilizing Java's advanced 2D 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 your own website!

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Editorial Review

From the Author
Source code for the projects in this book may be downloaded from these book resource locations:

• jharbour.com/forum (must create a free account first)

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*. Visit his blog and forum at jharbour.com.

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