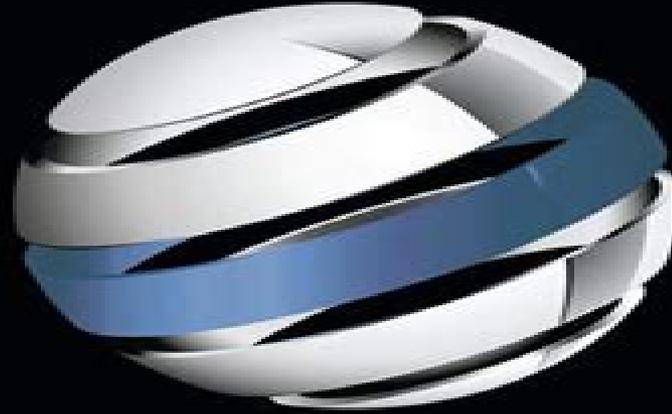


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Table of Contents Unit 1 Java Basics Chapter 1 The Fundamentals of Programming Chapter 2 Beginning Java Chapter 3 Designing Better Objects Unit 2 Java Game Development Chapter 4 Laying the Foundations Chapter 5 Keeping It Simple Chapter 6 The Next 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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in this book include building a game engine writing a renderer and building a full game app with entities game levels and collisions As part of the tutorial you ll also learn about inserting perspectives using cameras and including audio in your game app

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behaviors of the player and enemies as well as to handle other aspects of the game The author shares tips along the way to help improve in game performance such as switching to the universal rendering pipeline when targeting mobile platforms At the end of the book you will have a solid knowledge in making basic Android games that can be upgraded later to make more complex games What You Will Learn Explore basic Unity and C programming concepts and scripting for Android games Navigate around the Unity interface and use its basic tools Make the most of popular components and features of Unity Write an Android game with optimizations Who This Book Is For Absolute beginners learning to program games for the Android platform using Unity3D Basic knowledge of programming would be beneficial for the reader but is not required *Learning Android Game Programming* Richard A. Rogers,Rick Rogers,2012 Provides information on creating games for Android mobile devices covering such topics as implementing the game loop integrating user input building virtual worlds with tile maps and creating a scoring framework **Beginning Android Tablet Programming** Robbie Matthews,2011-11-02 Beginning Android Tablet Programming starts off by showing how to get your system ready for Android tablet programming You won't need any previous Android experience because you'll learn all about the basic structure of an Android program and how the Android operating system works and then you'll learn how to write your first Android tablet application from scratch Beginning Android Tablet Programming then equips you to build a set of interesting and fully working Android tablet applications These projects will give you the inspiration and insights to build your own Android programs in the future You'll be introduced to 2D programming and you'll see what you can do with a touch screen interface and the Honeycomb SDK Of course 3D programming is even more alluring for many programmers If that includes you you'll learn about how Honeycomb has changed the game for Android graphics programming and get your first taste of 3D programming on an Android tablet Lights camera action You'll learn along the way how Android Honeycomb gives you access through your programming to all those interesting sensors that tablet computers are equipped with today beyond the touch screen itself You'll learn for example how you to use a tablet GPS sensor to locate your car You'll also discover how you can access files on your tablet or on the web through programming and then build on that insight to create your own file browser application This Android project contains many useful coding techniques appropriate for many situations you might encounter in your future programming Android tablet applications you'll be glad to have them under your belt So do you want to write programs that can receive and send reminder messages via SMS Do you want to write your first 2D or 3D game on Android Perhaps you'd like to write an application that sorts out all your contacts for you Beginning Android Tablet Programming introduces you to Android tablet programming and shows how you can program your Android tablet from scratch to do what you want

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Table of Contents Beginning Android Tablet Games Programming

1. Understanding the eBook Beginning Android Tablet Games Programming
 - The Rise of Digital Reading Beginning Android Tablet Games Programming
 - Advantages of eBooks Over Traditional Books
2. Identifying Beginning Android Tablet Games Programming
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Beginning Android Tablet Games Programming
 - User-Friendly Interface
4. Exploring eBook Recommendations from Beginning Android Tablet Games Programming
 - Personalized Recommendations
 - Beginning Android Tablet Games Programming User Reviews and Ratings
 - Beginning Android Tablet Games Programming and Bestseller Lists

5. Accessing Beginning Android Tablet Games Programming Free and Paid eBooks
 - Beginning Android Tablet Games Programming Public Domain eBooks
 - Beginning Android Tablet Games Programming eBook Subscription Services
 - Beginning Android Tablet Games Programming Budget-Friendly Options
6. Navigating Beginning Android Tablet Games Programming eBook Formats
 - ePub, PDF, MOBI, and More
 - Beginning Android Tablet Games Programming Compatibility with Devices
 - Beginning Android Tablet Games Programming Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Beginning Android Tablet Games Programming
 - Highlighting and Note-Taking Beginning Android Tablet Games Programming
 - Interactive Elements Beginning Android Tablet Games Programming
8. Staying Engaged with Beginning Android Tablet Games Programming
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Beginning Android Tablet Games Programming
9. Balancing eBooks and Physical Books Beginning Android Tablet Games Programming
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Beginning Android Tablet Games Programming
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Beginning Android Tablet Games Programming
 - Setting Reading Goals Beginning Android Tablet Games Programming
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Beginning Android Tablet Games Programming
 - Fact-Checking eBook Content of Beginning Android Tablet Games Programming
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
- Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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