Beginning Android Games

Mario Zechner, Robert Green

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Beginning Android Games offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress towards creating your own basic game engine and playable games. This will give you everything you need to branch out and write your own Android games.

The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? *Beginning Android Games* will help you kick-start your project.

The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics:

- The fundamentals of game development
- The Android platform basics to apply those fundamentals in the context of making a game
- The design of 2D and 3D games and their successful implementation on the Android platform

For those looking to learn about Android tablet game app development or want Android 4 SDK specific coverage, check out *Beginning Android 4 Games Development,* now available from Apress.

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