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(Ebba Hilll)

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Createspace, United States, 2014. Paperback. Book Condition: New. 254 x 203 mm. Language: English . Brand New Book ***** Print on Demand *****.This book is the 2nd volume in the Quickstart series of Android Games Practical Programming. It offers a step-by-step Android game development guide that s easy to follow with practical tips, illustrations, diagrams, and images, including a full game project explained gradually in each unit. After reading the whole 7 units in this book, you gain the basic knowledge and experience to create compelling Android games that can make you money on Google Play and Amazon Appstore. The Quickstart series are targeted at the beginners and dedicated to help you quickly code stunning games that work across Android smartphones, tablets, and Amazon Kindle Fire devices. Unlike other Android programming tutorials, each volume in the series features a complete code project so that you can easily kick start your project in just a few days. What This Book Covers? Unit 1, Project Framework, begins by discussing the storyline and framework of the game X Shuttle built for this book. You ll be able to implement the activity s lifecycle callback methods and utilize handlers to switch views in game. In the meanwhile, you ll learn how to make fade-in/fade-out and slide-in/slide-out animations to ensure smooth transitions between contents or views. Last, this unit goes into detail on how to write the main thread and game view for your app. Unit 2, Sprites and Objects, explores the basic principles of creating sprites, main characters, meteos, alien hordes, weapons, powerups, and other objects. You ll learn how to make animations of sprites and objects using Bitmap sheets or separate PNG images. This unit also covers the implementation process of collision detection between objects. Unit 3, Game Settings, elaborates the implementation process...



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