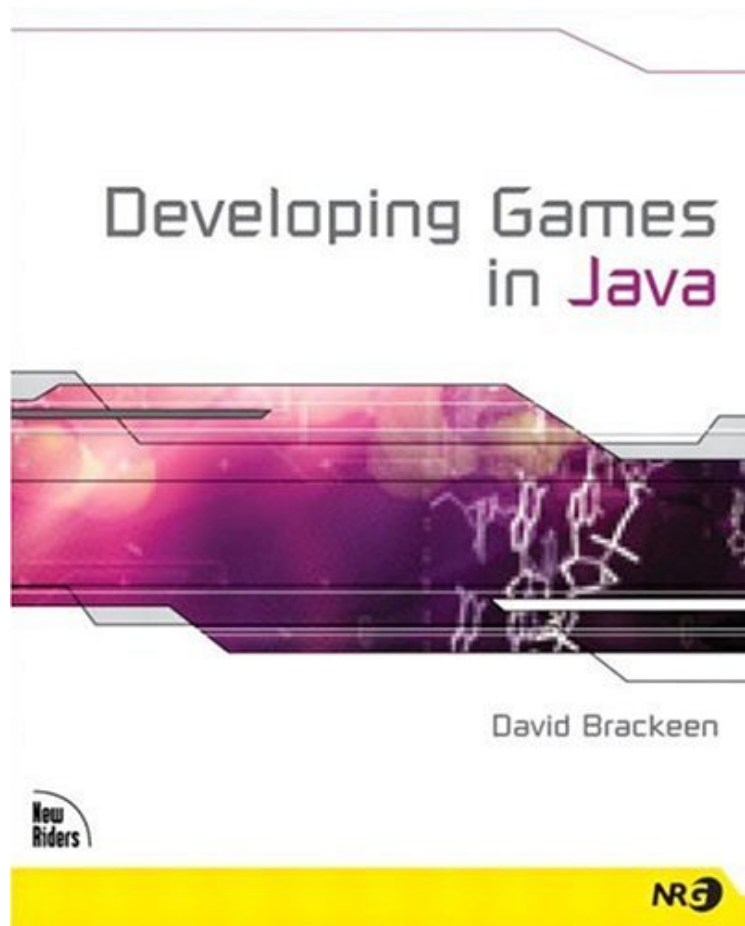


(Free read ebook) Developing Games in Java

Developing Games in Java

David Brackeen, Bret Barker, Lawrence Vanhelsuwe
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#287332 in Books 2003-08-31 Ingredients: Example Ingredients Original language: English PDF # 1 9.00 x 2.11 x 7.50l, 3.51 #File Name: 15927300511008 pages | File size: 53.Mb

David Brackeen, Bret Barker, Lawrence Vanhelsuwe : Developing Games in Java before purchasing it in order to gage whether or not it would be worth my time, and all praised Developing Games in Java:

21 of 21 people found the following review helpful. Interested in some FUN Java programming? Don't miss this one By Riccardo Audano There are many, many book for the amateur or beginning game programmer around, but most of them stink, and for some reason the Java game programming ones stink even more! This book is an exception to the rule, and it is way over the average, especially compared with the other books in this very sloppy and superficial New Riders's game programming series. No tome fattening explaining the fundamentals of Java, just the raw meat of useful game programming techniques. Threading, full screen, Swing, double buffering, animation, a little 2D scroller, up to date NIO game networking, fundamentals of 3D graphics, BSP trees, AI, scripting...you will find all these cookies inside the book! The "level of detail" of course varies from subject to subject, do not expect a through , complete, super-extensive treatment, but all the subjects are covered in more than decent depth. I have only one critique: The author's code doesn't use any form of 3D acceleration. I understand that this way the code can be more interesting.. as

you are forced to learn more about what it takes to put a 3D object on the screen, but still software rendering is history now. The author is definitely too young and inexperienced to be a game programming guru, and sometimes his explanations are a bit vague and too "code-oriented", but he is definitely a very talented programmer and a good technical writer... on his way to gurudom! ;) 0 of 0 people found the following review helpful. Good book By P. Kim Bought it to improve my programming. The book is pretty good. The writing is clear. The code is ok. I suggest supplementing with Google searches :D 2 of 2 people found the following review helpful. Excellent Thorough. By Bitza This book starts off with the foundations to any game: Threads, how to display stuff, interpret input, and audio. All with their own chapter. The author spares few details and the example-code compliment the explanations very well! I've read about half of this book now and can confidently design my own gaming engine, best of all is that this methodology is not strictly java specific. All of the code and examples are purely for Java, but the ideas can apply to any coding language! The chapter on display tells you all about the different AWT and Swing classes that are useful and how to use them, even nifty things I never knew about before of Graphics objects (more specifically Graphics2D objects, and their RenderingHints ability). You learn all there is to know on images and how opaque, transparent, and translucent images work in the JVM to help pick what should be best for your game. The author nails animation in a wonderful way with a simple and logical solution. Teaches what is Double-Buffering, Page-Flipping, and how to take advantage of Swing's built-in capability to harness this necessary ability for games! And that's just the second chapter! Chapter 3 on Input taught me some incredible techniques for working with input. Chapter 4 on audio is so thorough that the author even explains how to manipulate byte-data sound-samples to provide echo, distant-sound fall off (making sounds quieter the further away from "you" the sound is). I even was able to relatively easily extrapolate that information to make a mono sound become stereo fading left or right depending on where the source is and where my game's character is! I jumped ahead to 3D graphics (since I'm very interested in that) and again the author is detailed, organized, and knows what he is saying. His own site is maintained well, up-to-date, and provides a lot of extra good information as well as offering the source code for every project in the book; source-code that actually compiles first-try error free and runs just like he promises. The only possible negative comment I can think up to give is that I wish the author had more information about bit-wise operations in chapter 4 on sound because I had never seen bit-wise operations before and I'm a big stickler for knowing why and how this code works. This is my second attempt for a java-game book, and this is FAR better than any book I've seen yet.

If you already have Java programming experience and are looking to program games, this book is for you. David Brackeen, along with co-authors Bret Barker and Lawrence Vanhelsuwe, show you how to make fast, full-screen action games such as side scrollers and 3D shooters. Key features covered in this book include Java 2 game programming techniques, including latest 2D graphics and sound technologies, 3D graphics and scene management, path-finding and artificial intelligence, collision detection, game scripting using BeanShell, and multi-player game engine creation.

From the Author "During the course of writing Developing Games in Java, I would inform friends that I secured the movie rights to the book. My sister kept saying that I was going to end up on Oprah's book club. On breaks I would get a head rush from standing up too fast, and have hallucinations of 3D vectors, anonymous inner classes, and graph algorithms implemented in Java. I would walk into the living room and say "I can see in 3D!" and my roommate would just nod politely. But I try to keep the blatant lies out of this book. Instead, Developing Games in Java is filled with tons of useful game programming information. And not just because New Riders chained me to my desk - mostly because people wouldn't stop bothering me until I told them everything I know. Which is a good thing, because I tend to forget everything I know, but now that I've written it down, I can re-learn stuff I've forgotten. If it's too confusing, you can always wait for "Developing Games in Java: The Movie" coming in 2004. From the Back Cover If you already have experience programming games with Java, this book is for you. David Brackeen, along with co-authors Bret Barker and Lawrence Vanhelsuwe, show you how to make fast, full-screen action games such as side scrollers and 3D shooters. Key features covered in this book include Java 2 game programming techniques, including latest 2D graphics and sound technologies, 3D graphics and scene management, path-finding and artificial intelligence, collision detection, game scripting using BeanShell, and multi-player game engine creation. About the Author David Brackeen grew up in Texas and has a B.S. in Computer Science from the University of North Texas. He has created many games, level editors, and multimedia products in Java, including Scared (a 3D shooter game) and Race3d (a 3D racing engine used in several games). He will neither confirm nor deny allegations that he ever drank rainwater from a shoe. He currently resides in Los Angeles, but you can find him at www.brackeen.com.