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Android Studio Game Development: Concepts and Design

Jerome DiMarzio

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Android Studio Game Development: Concepts and Design Jerome DiMarzio

This short book walks you through the process of creating mobile games using the new Android Studio IDE. *Android Studio Game Development* introduces you to the key tools in Android Studio and gives you the knowledge you need to develop games in Android Studio.

This book takes you from installing Android Studio, through exploring the IDE to creating a new project and setting up GitHub as a VCS. You'll then be well equipped to tackle the game-development topics that make up the rest of the book. You'll learn about OpenGL ES and how to deal with polygons, before mastering image loading and sprite sheets.

The final three chapters cover topics vital to successful game development: interactivity. You'll gain skills in reading user input, responding to that input with in-game movement, and detecting collisions.

You'll learn:

- How to create projects in Android Studio
- How to use the SDK manager to keep your Android SDK current
- How to commit to and get projects from GitHub
- How to use OpenGL ES to load images
- How to react to player input
- How to debug your games using Android Studio

Audience

This book is for those who may be new to game development who have some experience with Android Studio IDE and Android. To learn about Android Studio, check out Learn Android Studio IDE by Gerber and Craig (Apress).

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