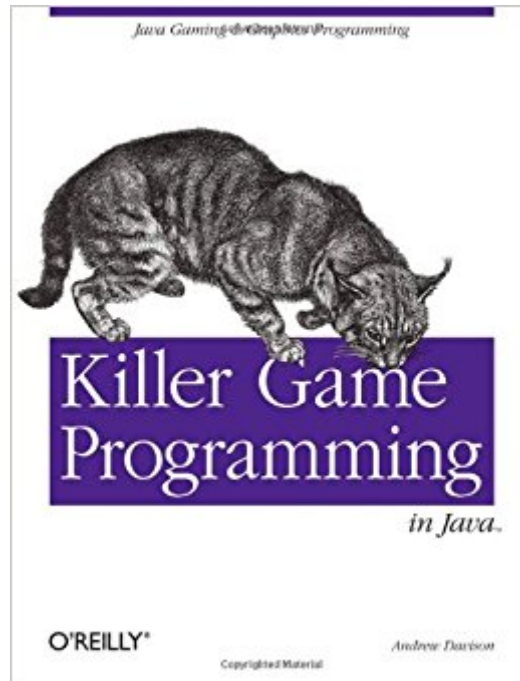The book was found

Killer Game Programming In Java

Synopsis

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers.Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects.Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

Book Information

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Customer Reviews

"Packed with Java content, with hundreds of links to even more information. The last word in Java

game programming." - Paul Hudson, Linux Format, October (Top Stuff Award)

Andrew Davison received his Ph.D. from Imperial College in London in 1989. He was a lecturer at the University of Melbourne for six years before moving to Prince of Songkla University in Thailand in 1996. He has also taught in Bangkok, Khon Kaen, and Hanoi. His research interests include scripting languages, logic programming, visualization, and teaching methodologies. This latter topic led to an interest in teaching games programming in 1999. His O'Reilly book, "Killer Game Programming in Java", was published in 2005.

If you're buying the Programming Video Games for Evil Genius book by Ian Cinnamon, this book is a must. Cinnamon makes a LOT of typos and errors which this book helps to reference and fix. A great supplement for people who want to use Java to its fullest gaming capacity and still want to look elsewhere for ideas.

Let me start off by saying that this is good text. It's a helpful book, and brings to light some issues that a novice such as myself would never think of.That being said, I am only still a novice, and this book goes a bit over my head in some (most) areas. I would recommend this book to someone who has had quite a lot of exposure to Java, but not to someone of the same skillset as myself, having taken only one class.Again, it is a great book from what I have gleaned, and it will most definitely come in handy in the future. But make sure you have a very sturdy base in Java before giving it a try.

this book is so well written that there's someone on youtube using all the code from this book to make his own game turoial i thoucht he was making it on his own but he took the foundation of his book and was able to make something out of nothing as will i shortly this book was written in 2005 but the code is still good in 2012 so anybody who has and understanding in java but is unsure how to start this book is definitely the way to go, because not only is the code well explained but the author also helps you with planning it out with UML to give you an even better insight on getting started

Although almost archaic in its dated material and somewhat poorly written in certain places, this book should be on anyone's short list of recommended reading for aspiring Java & game developers; this is one of the better "learn to code" books I've read.

This book is miles ahead of other Java gaming books... For one thing, this is an excellent book in its own right. For another, the other existing books on the topic suck.Anybody who spends a lot of time writing games in Java ends up running into certain challenges. For each of these real issues, it takes a lot time to identify the issue then many hours to come up a satisfactory solution or work-around. This book saves you from 99% of that work. The author has documented nearly every complication that you will run into. The other Java gaming books explain how to apply common sense and traditional gaming strategies to the Java APIs (usually following Sun's tutorials exactly), giving step-by-step instructions on how to do so. Besides the point that this adds no value for somebody capable of following Sun's tutorials and APIs, they offer no help where you need it most... where the straight-forward approach is unsatisfactory or just doesn't work for some reason.Another thing that has saved me a ton of frustration and time is advice from the author. For my specific game project I've run into several questions which I've been unable to answer by web searches, posting to forums, etc. I've emailed Davison (the author), and he has answered each of my questions concisely and to the point every time. (I don't want you to spam him, so please don't send questions until after you have looked for the answer in his book!).To address concerns that other reviewers have posted:This book is not just for "advanced" Java developers. As Davison has emailed me, the intended audience is, "someone who has just got past their first Java course". He purposefully avoids avoids all but elemental Java features (e.g., no ternaries, abstract classes, logging infrastructures, IOC).WRT examples, you are not buying a gaming library or framework. The goal is not to give you production classes that you can use as-is in production quality products. Other reviewers are demanding production-ready examples. It is impossible to make production-ready examples that can be easily understood by first-year Java developers. If you want production-ready classes, don't look for them in a HOW-TO book, find them elsewhere or read this book and then write them yourself.

I went through a few books on java game programming before I got this one and I must say that by fair its the best. I have a few years experience with java and wanted to make a few games for fun and this book gave me all the information I needed to get started.Roughly half the book is dedicated to issues you'll have when writing a 2d game and the other half is dedicated to 3d games (using Java 3D). Although I've only read the first half in detail the java 3d material seems equally useful if 3d games are of interest.My only complaint is that I didn't care for the example code much so I won't be using any of it. But unlike other books this book gives you all the information you need to do it in

your own coding style.Lastly the book is definitely not a book for beginners, the author makes no effort to explain things like event handling, Swing, or any other non graphic topics used in the book.

I thought this would teach me Java. Should've realized that this book is not a beginners Java book, and you should already know Java before getting this book.

An outstanding book. This is the best book I could find that showed how to actually apply the Java2D and Java3D libraries. Most Java2D and Java3D books provide fairly banal examples of what you can do with those graphics APIs. Davison does an outstanding job of showing how to write interesting programs using the Java2D and Java3D libraries.The book is intended to show how to create video games using Java, but I found it better than all of the traditional Java graphics programming books. It is easy to pick and choose the chapters and sections that are interesting to you.

Java: 2017 Ultimate Beginners Guide to Learn Java Programming (java for dummies, java apps, java for beginners, java apps, hacking, hacking exposed) ... Programming, Developers, Coding, CSS, PHP) Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Killer Game Programming in Java Java: Beginner's Guide to Programming Code with Java Java: Advanced Guide to Programming Code with Java (Volume 4) Learn Java 8 In a Week: A Beginner's Guide to Java Programming (Black Book) Java: Tips and Tricks to Programming Code with Java A Guide to Programming in Java: Java 2 Platform Standard Edition 5 Java: Best Practices to Programming Code with Java Game Programming Gems (Game Programming Gems (W/CD)) Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10) C++: Effective Modern Ã•Â¡++(C++ 11, C++ 14) (guide,C Programming,

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