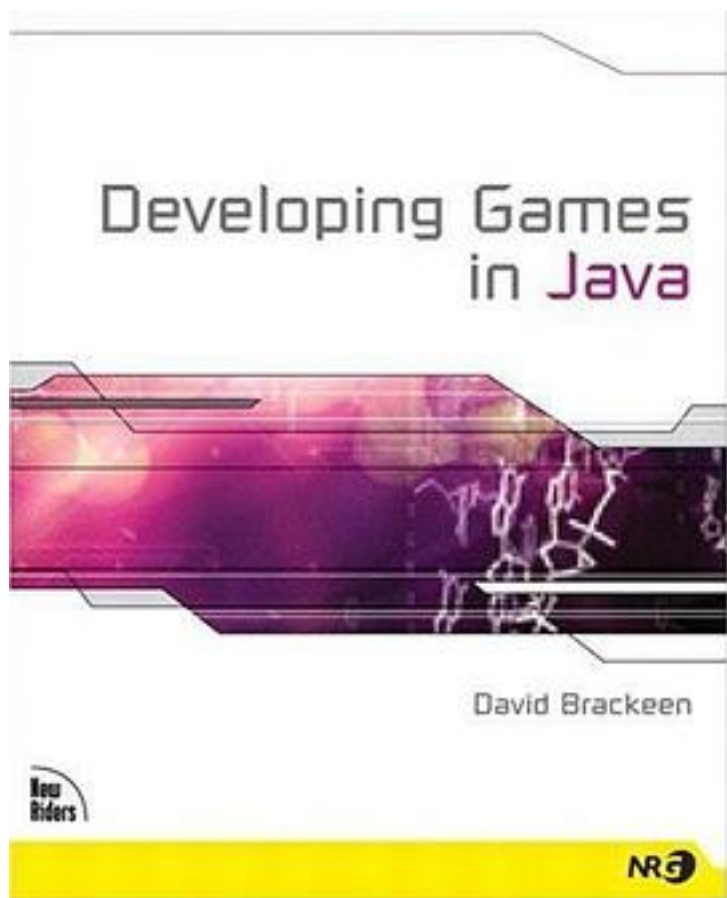


# Developing Games in Java



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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.

作者介绍:

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## 标签

java

game

游戏开发

游戏

## 评论

不错的一本书。不用任何框架，仅仅用JDK自己写了2d和3d游戏框架！中间从简单到复杂，最后实现了一个第一人称射击游戏！通过阅读本书，可以探究一些底层的東西，想象一下如今多如牛毛的游戏框架的实现原理。本书还包括很多游戏编程里的数学，物理，算法知识。里面的数学知识难度是有点高，但是完全可以只过个概念，对于今后别的游戏框架的学习也是有益的。

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## 书评

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