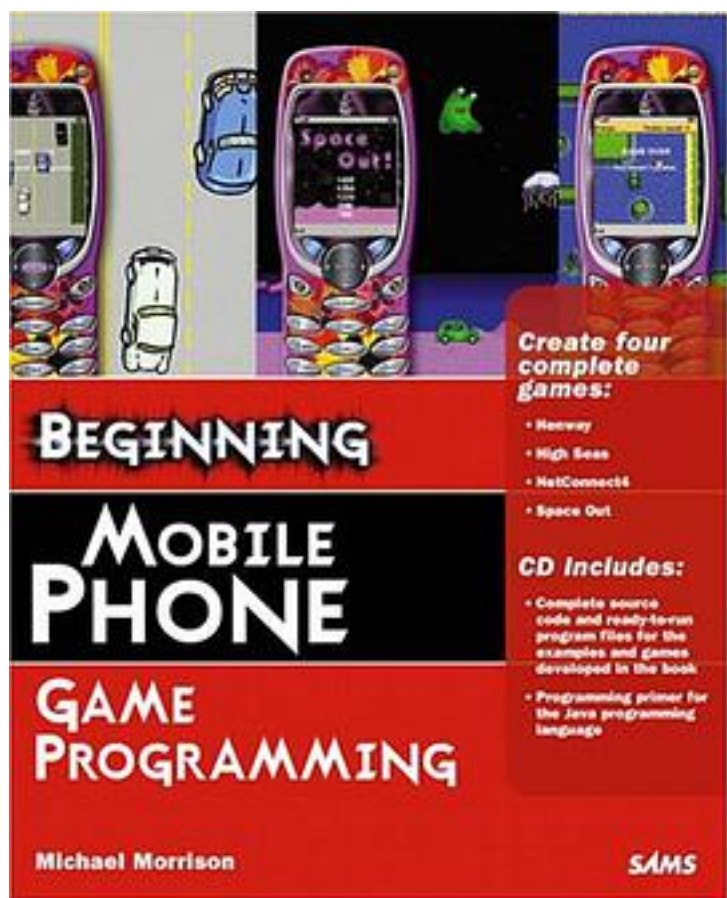# Beginning Mobile Phone Game Programming

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Mobile games are a recent and very intriguing addition to the digital entertainment market, and in many ways represent the ultimate in accessibility for hobbyists. The limited capabilities of moblie devices lead to simplified programming tasks, making it possible to teach game development with a minimal amount of background

information. The teaching style in this book is extremely hands-on, with the goal being to get the reader building real, working games as quickly as possible.Beginning Cell Phone Game Programming demystifies wireless game programming by providing clear, practical lessons using the J2ME Game API. The reader learns how to use the most popular mobile programming language, Java, to build compact games that can run on any Java-enabled device, including mobile phones, pagers, and handheld computers. The reader will also learn to add a splash screen, create a demo mode, keep track of high scores, and test, debug, and deploy their games.

作者介绍:

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