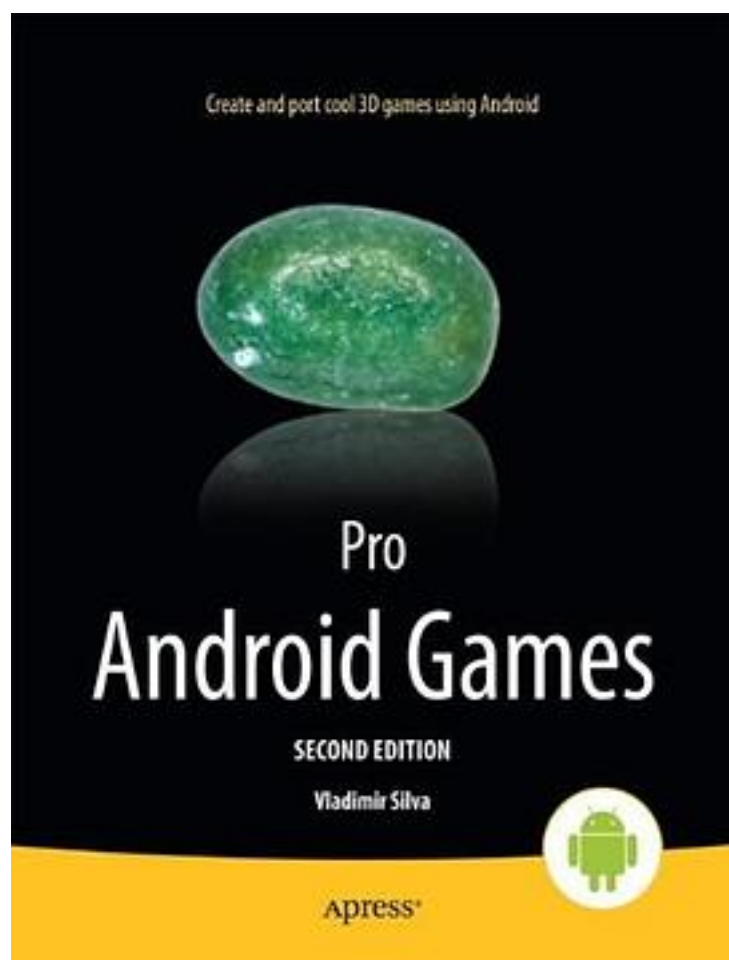# Pro Android Games

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著者:Vladimir Silva

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Do you remember landmark games like Wolfenstein 3D, Doom, and Asteroids? Well, here's an exciting opportunity to build and/or port these games to one of the hottest mobile and netbooks platforms today: Google's Android. Pro Android Games teaches

you how to build cool games like Space Blaster and the classic Asteroids from scratch on the latest Android platform. This book also shows you how to port other classic freeware/shareware games like Doom and Wolfenstein 3D from C using the Java Native Interface (JNI) for Android. This book is all about a unique perspective in Android game development: a well-balanced, powerful combination of pure Java and hybrid game development, mixing Java and C. By combining the elegant object-oriented features of Java and the raw power of C, there is no limit to the types of games that you can build for the platform. With actionable real-world source code in hand, this book allows you to dive right into games development on Android. You'll definitely have fun, and perhaps you'll even make some money. Enjoy! What you'll learn * How to write/port advanced 3D games for any Android device. * How to setup a Linux system for hybrid game compilation. * How to combine Java and C code in an elegant manner by building a simple Java application on top of a native library. * How to tackle pure Java gaming with two practical games: Space Blaster and the arcade classic Asteroids. * How to mix OpenGL API calls in Java and C for high performance 3D graphics using the 3D cubes sample by Google. * How to bring two of the greatest PC 3D shooters to the Android platform: Wolfenstein 3D and Doom using Java and C. Who this book is for This book is for Google Android developers interested in game application development in Java or porting existing C-based games via JNI into Android and developing/deploying from there. It is targeted to developers who already know such basics of Android development as activity, view, and layout. Additionally, it assumes that you are a seasoned game developer in Java and C, and have a basic knowledge of Linux and Shell Scripting. Table of Contents * Welcome to Android Gaming * Compiling Native Code in Android * Building a Java Game from Scratch * Java Games Continued: Fun with Polygons * Hybrid 3D Graphics with OpenGL and JNI *3D Shooters Episode I: Wolfenstein 3D for Android *3D Shooters Episode II: Doom for Android

作者介绍:

Vladimir Silva
美国田纳西州立大学计算机科学硕士，美国国家荣誉协会成员。曾在IBM担任过4年研究工程师，在此期间积累了有关分布式和网格计算研究的丰富经验。为IBM发表过多篇计算机科学文章。除本书外，他还著有Grid Computing for Developers 和Practical Eclipse RCP Projects。

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# 评论

没仔细看 大概扫了一遍 这些书都需要一边看一边实践才能把书上的变成自己的＝。＝

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# 书评

利用课余时间，花了两个星期读这本书，还差一章就读完了，感觉对我这种刚刚开始学习Android
Games编程的人来说，读完这本书获益匪浅。本书每章都有一个实例，都是一些经典的游戏，我个人推荐的读法是根据书中的介绍和源码，自己再写一遍，从中会学习到好多东西！

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首先，写的很浅显，基本上学有一点点java的人就能看。
其次，目标明确，内容详实，把跟游戏开发有关的事情讲得很清楚。
作者还是个很风趣，很有文笔的人。看他的文字，感觉比学校里读英语阅读材料来劲多了。 学android游戏开发的首选那！

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