

Developing Android Apps for Gaming

Duration: 3 Days · **Training format:** Virtual Classroom / Online

Description

Mobile game applications, while popular, are perhaps the most difficult type of mobile applications to develop. In this course, you will learn general game development techniques and then apply them to the Android development environment. You will cover topics critical to game programmers, including OpenGL, audio coding, animation, and asset optimization for Android, and you will create a complete game application.

Delegates will learn

- OpenGL
- Audio coding
- Animation
- Asset optimization

Prerequisites

Android App Development or equivalent knowledge and experience

Outline

The Basics

- Game Development Principals
- Creating Game Assets for Android
- Storing and Managing Games Assets for Android
- Playing Audio
- Playing Video
- The Canvas Class
- Handling User Input Events

Graphics

- Shape and RectShape
- OpenGL
- Surface View

- GL Thread
- Cube Renderer
- Cube Class

Creating a Full Game

- Introducing the Game and Demo
- Gathering Assets
- Coding the Game Menu
- Creating the Game Loop
- Coding the Game
- Testing and Debugging Strategies
- Releasing the Game to an Application Store

Prerequisites

Android App Development or equivalent knowledge and experience