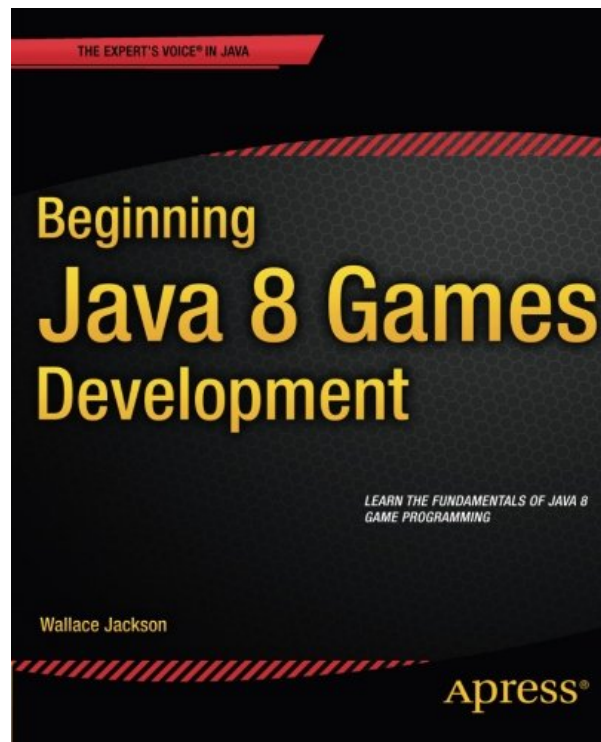
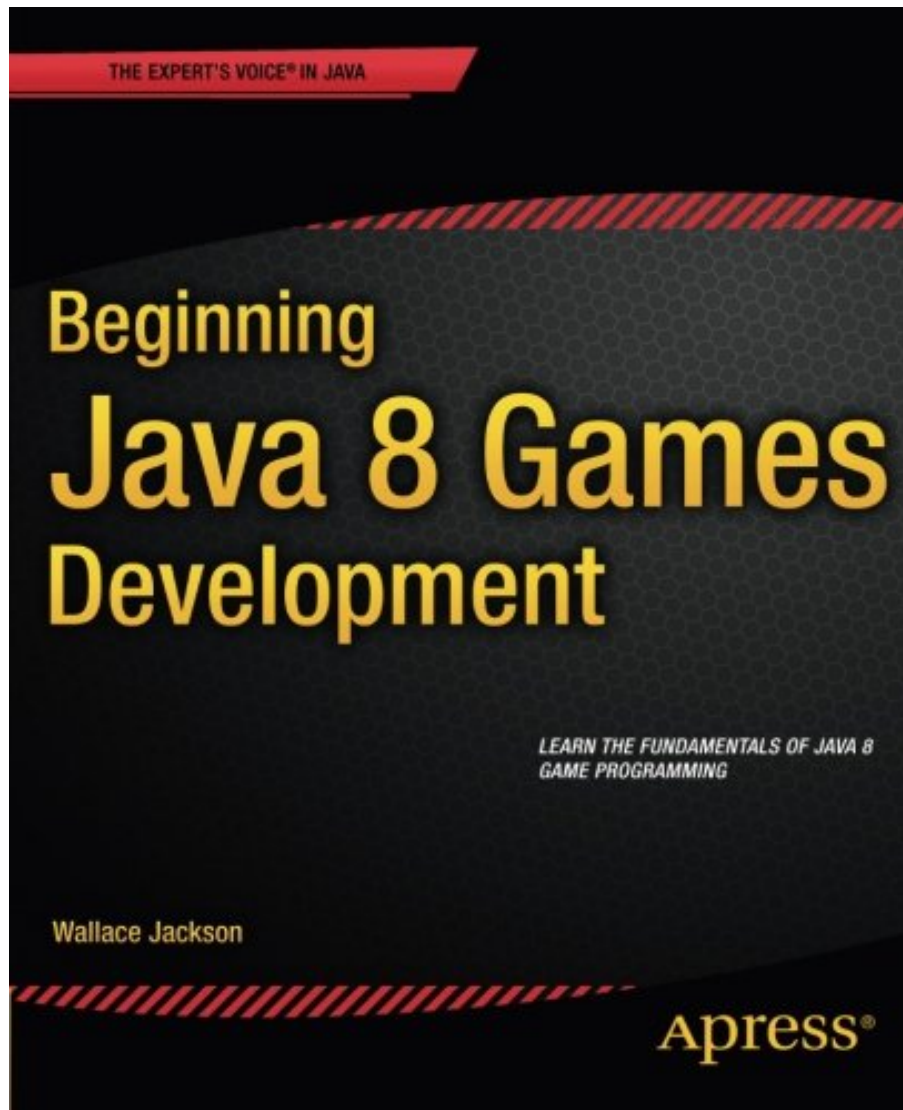


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## About the Author

Wallace Jackson has been writing for leading multimedia publications about his work in new media content development since the advent of Multimedia Producer Magazine nearly two decades ago, when he wrote about computer processor architectures for centerfolds (removable "mini-issue" insert) distributed at SIGGRAPH. Since then, Wallace has written for several other publications about his work in interactive 3D and new media advertising campaign design, including 3D Artist, Desktop Publishers Journal, CrossMedia, AVvideo and Kiosk Magazine.

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Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more.

Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices.

After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

What you'll learn

- How to develop games using Java 8
- How to employ vector-based graphics or bitmap graphics
- How to create your 2D game sprites
- How to animate those game sprites
- How to handle events to process player input
- How to optimize and implement digital audio assets

Who this book is for

This book is for game developers with little experience using Java, little experience in developing games, or both.

Table of Contents

1. Setting Up a Java 8 Game Development Environment

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8 of 8 people found the following review helpful.

We need more books like this.

By Jason

I have read 9 books on Java programming and all of them have been good but they only provide explanations of certain areas. While reading BJ8D I felt like I had a teacher walk me through every detail. I think more books should be like this one in which it takes you through an example program from start to finish. He explained the steps and reinforced it by showing his desktop. I think for people like me that need to see the whole picture it is the perfect beginner book and not just for game programming. I whole heartily recommend this book.

3 of 3 people found the following review helpful.

I'm so happy i read this book

By Christian Nwafor

Wallace Jackson, you are the B.O.M.B

I'm a newbie in game programming but a Java and NetBean enthusiast. Wallace tried to cover all there is in game programming and i really do appreciate those extra efforts he puts in touching graphics, audio, video, and 3d models - aside javafx programming. I'm so happy i read this book. Please Wallace, i will need a handle to reach you (twitter, facebook, google+, or whatever).

4 of 5 people found the following review helpful.

A very good book, but start out very basic.

By Britt Pierce

When I bought this book I was looking for a book about Java 8 that I could have fun with and not get bored with reading through and end up only using it as a reference. So, when I saw this title I thought it would be a good learning tool and writing a game would keep me interested. For what I bought it for, I felt it did an excellent job.

This is absolutely a "beginner" book. The first four or five chapters are very, very basic. I can see the author is laying a foundation of basic knowledge but it is too basic. For example, entire chapters are written on how to download the various IDE's and applications you will need. IMO, telling me I need to download the latest version of Java 8 and NetBeans 8 should not take up three or four pages of text. It is that way for all of the various tools the author recommends. It also teaches the very basics of Java and Object Oriented programming...what a package is, what a class is, what a constructor is, what overloading and overriding methods mean, etc. I know this is a beginners book but it seems to assume you have never used Java, know nothing of OO programming, and don't know how to download software from the internet. IMO, it is too basic and contains a lot of stuff that almost all readers will skip.

However, when I read past (or mostly skimmed and skipped) those early chapters, this book does a very good job of breaking down how Java 8 handles graphics, sound, getting objects on screen, and various game related tasks (collision detection, animation and movement, etc). That is the main purpose of the book so it gets a big thumbs up for how it presents and teaches the fundamentals of JavaFX and how it can be used to create a game.

The layering of knowledge works well in the later chapters. The author never jumps right into coding but explains the goal and how the inner workings of Java 8 can reach that goal. You are not just told to define a sprite...but this is what the various graphic formats are (GIF, JSP, PNG, etc.), this is what we need to consider when we use a graphic, this is what I recommend, and now this is what you need to do in Java 8 to use that graphic. The same is done with audio, screen design, etc.

The result is you create a game with his example code but you finish the book with an in depth understanding of the code, and ALSO why certain choices were made and how to make the best choices when you make your own game.

So, I would highly recommend this book with the understanding that if you are not completely new to Java and Object Oriented programming that you may not get much out of the first few chapters.

See all 8 customer reviews...

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