

### Beginning Android Games

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Apress Source Code. This repository accompanies Beginning Android Games, Third Edition by Mario Zechner, J. F. DiMarzio, and Robert Green (Apress, 2016).. Download the files as a zip using the green button, or clone the repository to your machine using Git.

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For your first question: `AndroidGame` is an abstract class. This means it doesn't have to implement all methods of `Game`, as long as one of the classes extending `AndroidGame` does this. As you can see from the code, this is done in `MrNomGame`:  

```
public class MrNomGame extends AndroidGame { public Screen  
getStartScreen() { return new LoadingScreen(this); } }
```

### **| Category | Beginning Android Games**

Beginning Android 3D Game Development is a unique, examples-driven book for today's Android and game app developers who want to learn how to build 3D game apps that run on the latest Android 5.0 (KitKat) platform using Java and OpenGL ES. After reading and using this book, you'll be able to build your first 3D

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### **I need a explanation for code of "beginning android games"**

A few months ago i was contacted by Apress on wether i want to give my book Beginning Android Games another update. The fist edition was published in April 2011, with two subsequent updates, Beginning Android 4 Games (horrible title i objected to in vein), and Beginning Android Games 2nd Edition.

### **Beginning Android Games**

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Mario has also co-authored " Beginning Android Games " with Robert Green; I think that his book can be the perfect complement to my own, as you'll also learn about many of the additional aspects of game development that I didn't get the chance to cover in my own book, such as: How to develop 2D games, from beginning to end.

### **Beginning Android Games | Robert Green | Apress**

Beginning Android Games, Second Edition offers everything you need to join the ranks of successful Android game developers, including Android tablet game app development considerations. You'll start with game design fundamentals and programming basics, and then progress toward creating your own ...

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Beginning Android Games Book Description: Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets.

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