



# Beginning Java 8 Games Development

By Wallace Jackson

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## Beginning Java 8 Games Development By Wallace Jackson

*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
2. Setting Up Your Java 8 IDE

3. A Java 8 Primer
4. An Introduction to JavaFX 8
5. An Introduction to Game Design
6. The Foundation of Game Design
7. The Foundation of Game Play Loop
8. Creating Your Actor Engine
9. Controlling Your Action Figure
10. Directing the Cast of Actors
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12. Setting Boundaries for Your Action Figure in 2D
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14. Setting Up the Game Environment
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16. Collision Detection
17. Enhancing Game Play

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### Editorial Review

#### 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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