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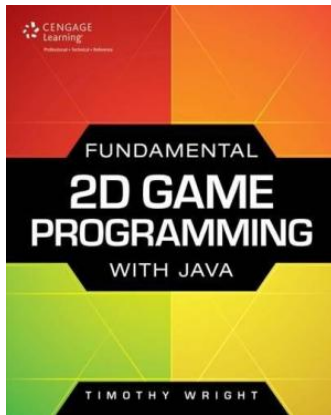
FUNDAMENTAL 2D GAME PROGRAMMING WITH JAVA (PAPERBACK)

Cengage Learning, Inc, United States, 2014. Paperback. Condition: New. Language: English . Brand New Book. Learning the fundamentals of 2D game programming is the key to quickly building your game-development expertise. Understanding the elements of the 2D environment will provide a solid foundation in game creation, whether you stick with 2D or move on. FUNDAMENTAL 2D GAME PROGRAMMING WITH JAVA teaches you the basics using Java, including application programming, full-screen games, input handling, matrix transformations, basic physics, intersection testing, collision...

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- Authored by Timothy Wright
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