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Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games.

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Games are very good candidate applications that benefit from being designed and implemented using object-orientation, so a good Java games book better be strong on OOA/OOD/OOP (OO Analysis, Design, Programming).

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Any recommended Java Game Dev books gamedev

Honestly, a book on game programming for a specific language (Java) is going to be a very technical book by the scope of the book and the nature of the topic. I imagine it will be hard to find a book on an advanced topic like game development for a specific platform targeted towards beginners.

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