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CREATE YOUR OWN MOBILE GAME

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LAB-6400



Learn how to easily design game using MIDP 2.0 Game API in NetBeans Mobility IDE

A large, light blue graphic consisting of a stylized arrow pointing to the right, followed by the word "GOAL" in a bold, sans-serif font.

Agenda

- Prerequisites
- Hands-on lab organization
- Our Goal
- Exercises
- Summary

Prerequisites

- Bring Your Own Laptop hands-on lab session
 - Did you bring your machines?
- Installed software **NetBeans IDE 6.0.1**
- If you **haven't installed NetBeans** yet
 - Get the HOL DVD and install it now

- Required NetBeans distribution
 - For Exercise 1,2,3 NetBeans Mobility distribution is enough
 - For Exercise 4 you need NetBeans Full or NetBeans Mobility + Mobility End 2 End

Hand-on Lab Organization

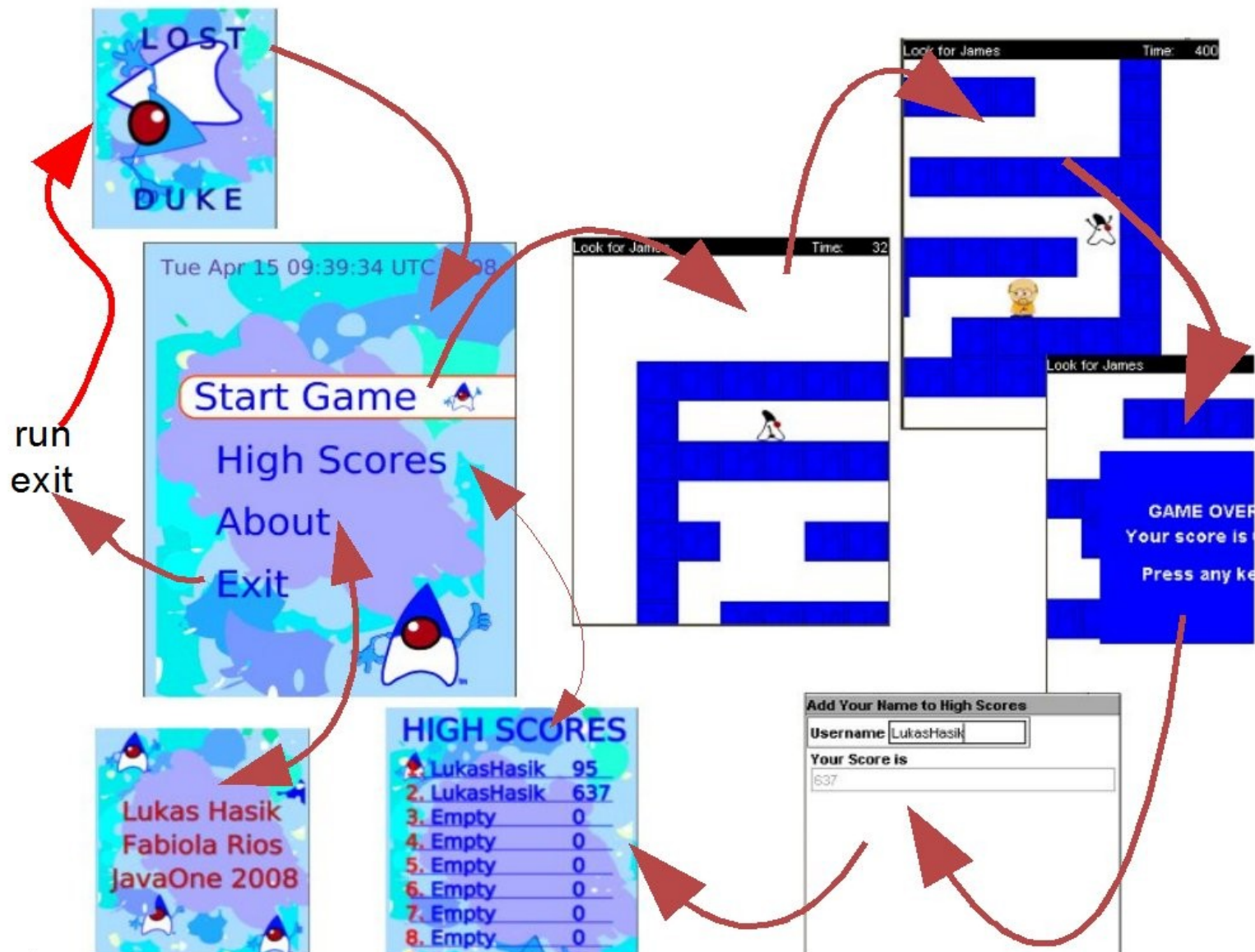
- This lab is for 120 minutes
- 4 lab exercises

- **Timeline**
 - Introduction (15 minutes)
 - Work on your own (90 minutes)
 - Contest (15 minutes)

- Ask question when you need answer
 - Proctors are ready to help

Our Goal

- Create Java ME game “Lost Duke”
- Used technologies / tools
 - CLDC 1.1, MIDP 2.0
 - MIDP 2.0 Game API, SVG API (JSR 226), Java ME Web Services (JSR 172)
 - NetBeans Mobility
 - Game Designer
 - Visual Mobile Designer
 - SVG Composer
 - Preprocessor
 - Device fragmentation solution



Exercises

- You have the lab document print out on your desk with step by step description
- Download the lab zip file from following location
 - TODO!!!!!!!
- The game logic is quite complex therefore we prepared project for you
- Feel free to copy and paste the code from the lab document to the source code
- All area where you need to add your code are marked
 - //TODO: [Exercise X][step Y]

Code Sample

```
public void init() throws Exception {  
    //TODO: [Exercise 3][step 1]  
    mazeDesign = new MazeGameDesign(); // [Exercise3]  
    jamesSprite = mazeDesign.getJamesS(); // [Exercise3]  
    dukeSprite = mazeDesign.getDukeS(); // [Exercise3]  
  
    System.gc();  
}
```

Copy just the bold (orange) part of code. The rest already exist in the source code of the project

Exercises (continue)

➤ Exercise 1

- Hello midlet – for newbies
- Custom components

➤ Exercise 2

- Prepare parts of game UI

➤ Exercise 3

- Initialize the game components
- Add dynamic to the game UI

➤ Exercise 4

- Connect to back-end web service

Summary

- **ALL is simple and easy with NetBeans Mobility**
- Design of SPRITEs and TILED LAYERs
- Creation of Mobile clients to web services
- Multiple configurations of the project

For More Information

- <http://mobility.netbeans.org>
- users@mobility.netbeans.org
- <http://blogs.sun.com/lukas>
- "Creating Mobile Games: Using Java ME Platform to Put the Fun into Your Mobile Device and Cell Phone"
 - <http://apress.com/book/view/1590598806>

THANK YOU

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Contest

- Finish all exercises and publish results of your game to the server
- The best players can receive prize
- If you are not able to finish it on time
 - Open project <lab_root>/solutions/exercise4/MobileGameApp
 - Start the project
 - Find James Gosling
 - Post your score and name