

[← Lecture 1: Overview of Module & Intro to Video Game Programming](#)[Lecture 2: How to improve your game code with Vectors etc →](#)

Lab 1: Introduction to Game Development In Java (week 16)

Lab 1: Introduction to Game Development In Java

1. UML design of the game
 1. Class and Package diagrams
 2. Dependencies
 3. Separation between View and Logic packages
2. Implementation of first game components
 1. Main control loop
 2. Moving objects

[Lab 1 Tutorial: Getting Started with Asteroids](#)

2.2 MB

[Solutions to lab 1](#)

2.8 KB

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