

Introduction to Android Game Development

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AGENDA

- Different types of hardware supports
 - Touch Screens
 - Accelerometer
 - Orientation
 - Camera etc.
- General concept of game development
- Simple Game Examples



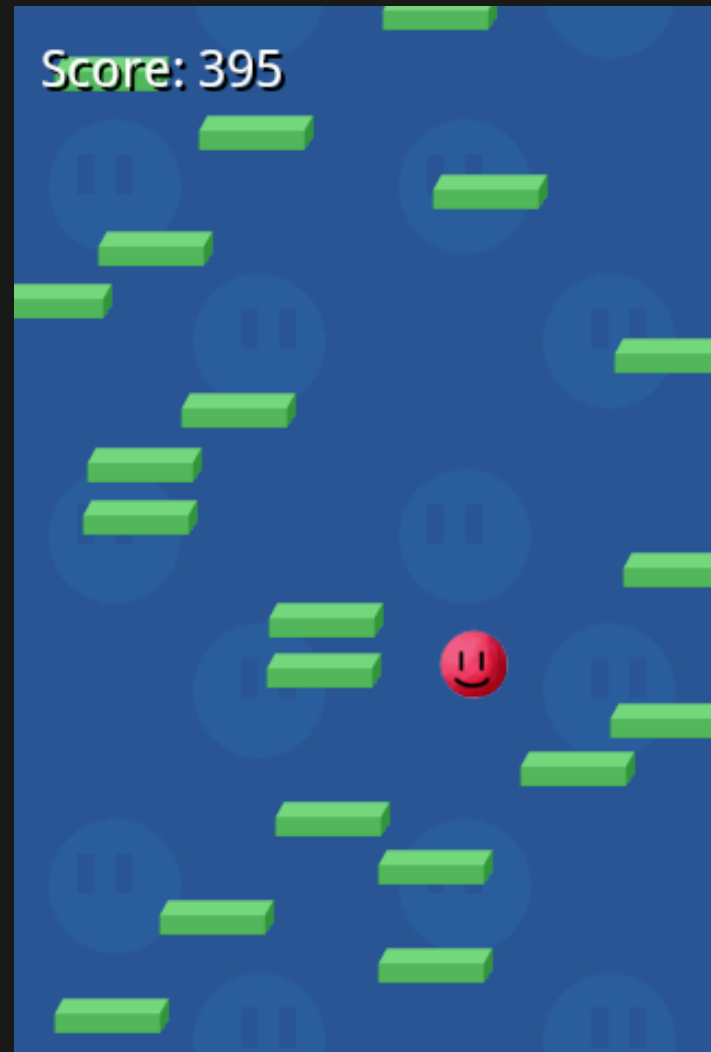
TOUCH SCREENS

- ◆ Detect the presence & location of touch
- ◆ Touching the display with a finger or hand
- ◆ No require second hardware to interact
- ◆ Games implementing
 - ◆ Angry Birds
 - ◆ Paper Toss
 - ◆ Ninjump



ACCELEROMETER & ORIENTATION

- Measures the proper acceleration of the device
- Detect orientation and motion
- Games implementing
 - Race Games(Asphalt)
 - Arcade Game Movement
 - Shake Effect,Fall etc



BASICS

- ◆ Game Loop
 - ◆ State
 - ◆ Input
 - ◆ AI
 - ◆ Physics
 - ◆ Animation
 - ◆ Sound
 - ◆ Video

