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For instance, Visual Basic Game Programming for Teens, first published in Jan, 2005, was based on Visual Basic 6.0 and the DirectX type library. I wrote that book in one month flat, including all of the design work for the sample game, artwork, etc. (The artwork was done by an artist, but I had to convert character animations into sprite sheets).

### **Jon Harbour - On writing and programming**

Book Description. BEGINNING JAVA SE 6 GAME PROGRAMMING, THIRD EDITION is a hands-on guide that is perfect for beginner-level game programmers who want to quickly and easily learn how to create games using the latest version of the Java SDK, Java 6.

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