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Developing Games in Java

David Brackeen, Bret Barker, Lawrence Vanhelsuwe

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If you already have Java programming experience and are looking to program games, this book is for you. **David Brackeen**, along with co-authors **Bret Barker** and **Lawrence Vanhelsuwe**, show you how to make fast, full-screen action games such as side scrollers and 3D shooters. Key features covered in this book include Java 2 game programming techniques, including latest 2D graphics and sound technologies, 3D graphics and scene management, path-finding and artificial intelligence, collision detection, game scripting using BeanShell, and multi-player game engine creation.

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