Developing Android Apps for Gaming Training

Duration: **3 Day**

BILGINC IT Academy
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Mobile game applications, while popular, are perhaps the most difficult type of mobile applications to develop. In this course, you will learn general game development techniques and then apply them to the Android development environment. You will cover topics critical to game programmers, including OpenGL, audio coding, animation, and asset optimization for Android, and you will create a complete game application.

Prerequisites

There are no prerequisites for this course.

Who Should Attend

- New and experienced application developers who wish to expand their toolset and specialize in developing their own Android Apps for business, education, or personal use
- Developers seeking a career as an mobile applications developer
- People new to mobile Apps development or those who started building an app and need help putting all the pieces together

What You Will Learn

- OpenGL
- Audio coding
- Animation
- Asset optimization

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Training Outline

The Basics

- Game Development Principals
- Creating Game Assets for Android
- Storing and Managing Games Assets for Android
- Playing Audio
- Playing Video
- The Canvas Class
- Handling User Input Events

Graphics

- Shape and RectShape
- OpenGL
- Surface View
- GL Thread
- Cube Renderer
- Cube Class

Creating a Full Game

- Introducing the Game and Demo
- Gathering Assets
- Coding the Game Menu
- Creating the Game Loop
- Coding the Game
- Testing and Debugging Strategies
- Releasing the Game to an Application Store