



## Developing Android Apps for Gaming

### **DEVELOPING ANDROID APPS FOR GAMING TRAINING COURSE SYNOPSIS**

The Android platform is the fastest growing mobile development platform in the world. With Android phones being produced by all of the major phone manufacturers, and the addition of new tablet devices, the platform will only continue to grow. This course will teach application development for the Android Development using the Java Programming Language and the Eclipse Development Environment. This course will include basic application development including use of the Android mobile camera, geolocation tools, and playing audio and video files.

Game development is, perhaps, the most difficult type of programming. However games are always among the most popular types of mobile applications. This course teaches general game development techniques and then applies those to the Android development environment. This course covers topics critical to game programmers including OpenGL, audio coding, animation, and asset optimization for Android. During this course, participants will create a complete game application.

### **PREREQUISITES FOR THIS DEVELOPING ANDROID APPS FOR GAMING TRAINING COURSE**

A strong background in Android app development.

### **DEVELOPING ANDROID APPS FOR GAMING TRAINING COURSE LENGTH AND TIME**

This class is 3 days long. Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

### **ENROLLMENT IN DEVELOPING ANDROID APPS FOR GAMING TRAINING COURSE**

Please see our Enrollment Page (<http://www.ledet.com/enroll>) for our enrollment form. Please contact our Client Care Department at (877) 819-2665 for additional savings on our bootcamp classes or other specials.

### **DEVELOPING ANDROID APPS FOR GAMING TRAINING COURSE LOCATIONS**

We have training centers in Atlanta, Chicago, Denver, San Diego and Washington DC. We also offer classes at a network of rental facilities. We offer private onsite training and instructor-led, live online training. If coming to a rental facility, please double-check the location of your class with our office to make sure you get to the right location.

### **GOALS FOR DEVELOPING ANDROID APPS FOR GAMING TRAINING COURSE**

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (877) 819-2665 if you have any special questions or e-mail us at [sales@ledet.com](mailto:sales@ledet.com).

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## LESSON 1 - 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

## LESSON 2 - GRAPHICS

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

## LESSON 3 - 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