Welcome to *Android Arcade Game App*. In this book, you will learn how to create an Android arcade-style game “from project to publish.” While I will walk you through solutions to some gaming development problems, this book is not necessarily for beginner developers.

You chose this book because you are passionate about Android as a platform and you want to develop arcade-style, Android-based games. By the time you have finished reading this book, you will have the knowledge you need to create a fun and compelling game on Android’s latest flavor: Ice Cream Sandwich. The advantage of this is that the games you build in this book will run on both Android-based phones and Android tablets.

It is hugely satisfying to sit down and play a game that you wrote. This is especially true of arcade games, which lend themselves perfectly to the casual mobile gamer experience.

**What You Should Know**

Before reading this book, you should have a good working knowledge of Android development. This means that you are well-versed in Java and the Android SDK, and you have tried your hand at building projects and applications in Android.
You should also be familiar with the Eclipse IDE (integrated development environment). While Android games can be developed in many different IDEs, all of the examples in this book use Eclipse Indigo. If you do not have a current version of Eclipse, download it from http://eclipse.org.

Note While it is possible to debug your code using the emulator, get an Android device if you are serious about game development. I have found that the emulator does not always render as accurately or run as fast as a mobile device running a comparable SDK level. And when you are writing a game, accuracy is key.

Finally, you should have at least beginner-level knowledge of game development to get the most out of this book. You may never have written a game on your own, but you should know what it takes to develop one. What this means, in practice, is that you should have a basic knowledge of OpenGL ES and how it is used in Android gaming.

In creating the Prison Break game in this book, you will use glOrthof(), GLSurfaceView, textures, vertices, and other OpenGL ES concepts. If none of these sound familiar to you, I suggest you start with a more entry-level book, such as Practical Android 4 Game Development by J. F. DiMarzio (Apress, 2011).

What You Will Learn

In this book, you will learn how to use your knowledge of Android development and OpenGL ES to create an entertaining, interesting game. You will build a game that follows the conventions of the arcade style. The game, Prison Break, includes many of the elements of more complicated games—thus making it a good learning tool.

By the end of this book, you will have learned key programming skills for developing arcade-style Android games. The following is a list (in no particular order) of some of the skills that you will pick up as you progress through this book:

- Displaying and manipulating graphics with OpenGL
- Working with resources such as bitmaps
- Spawning and killing Android threads
- Creating a splash screen, a menu system, and a game engine