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About This Book
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games Learn to
successfully
implement
microtransactions
and monitor the
performance of
your game once it's
out live. Integrate

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Google's DIY VR tool and Google Cardboard into your games to join in on the VR revolution
Who This Book Is For This book is ideal for any game developer, with prior knowledge of developing games in Android. A good understanding of game development

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and a basic
knowledge on
Android platform
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development and
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Familiarize yourself
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Detail Gaming in
android is an

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already established market and growing each day.

Previously games were made for specific platforms, but this is the time of cross platform gaming with social connectivity. It requires vision of polishing, design and must follow user behavior. This

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book would help developers to predict and create scopes of improvement according to user behavior. You will begin with the guidelines and rules of game development on the Android platform followed by a brief description about

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the current variants of Android devices available. Next you will walk through the various tools available to develop any Android games and learn how to choose the most appropriate tools for a specific purpose. You will then learn JAVA game coding

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standard and style upon the Android SDK. Later, you would focus on creation, maintenance of Game Loop using Android SDK, common mistakes in game development and the solutions to avoid them to improve performance. We

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will deep dive into
Shaders and learn
how to optimize
memory and
performance for an
Android Game
before moving on to
another important
topic, testing and
debugging Android
Games followed by
an overview about
Virtual Reality and
how to integrate

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them into Android games. Want to program a different way? Inside you'll also learn Android game Development using C++ and OpenGL. Finally you would walk through the required tools to polish and finalize the game and possible integration

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of any third party tools or SDKs in order to monetize your game when it's one the market!

Style and approach
The book follows a handbook approach, focused on current and future game development trend from every possible aspect including monetization and

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sustainability in the market.

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performance, this book offers professional guidance to experienced developers who want to push the boundaries of the Android platform with the developer tools. You'll discover how to use the tools and techniques to

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