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Talking pet java games

A senior Java developer and Java tutor in Learning Tree International programming courses. Everyone, well, almost everyone loves video games. So even if you're not going to be a professional game developer or just don't know for sure, learning a programming language through practice and creating your own video game project is an excellent idea. In addition, it could be a good motivation for your learning. This article is aimed at all potential Java students and beginners, as well as everyone who thinks about creating their own Java game project and do not know where to start and how to learn this language in the best way. Java is bad for GameDev?.. Myths and realityI read some forums and articles about game development, especially those that have existed for a while, you may have the impression that Java is not a good choice for game development. However, this view is somewhat outdated and inaccurate. The world of video games is very diverse. Conventionally, you can split the games into the following categories: Great games. Like 3D-shooters, large-scale action adventures/action RPG. This category includes AAA level projects as well. They are usually high-budget games designed for a mass audience like Red Dead Redemption 2, Assassin Creed Origins and so on. This type of game is usually written in C++ and accompanied game engines. Java is a rare guest in this type of game development due to the peculiarities of the JVM. More precisely, it can be used, for example, to create back-end parts. Independent games. One player treats independent projects with contempt and the other loves them with passion. Standalone game means a standalone game created by a small team or even a developer. There are many amateur projects among Indie, some of them do not make money for their creators. Indie is more about original idea and gameplay, good scripts and subjective vision rather than high-end graphics and performance. However, such independent projects erupted the market and become megapopular. A good example of this type of game is Minecraft, originally created by one person, Markus Persson. By May 2019, more than 176 million copies of Minecraft had been sold. That makes it one of the best-selling video games of all time. In 2014, Microsoft bought Minecraft and Mojang for $2.5 billion. By the way, Markus Persson is a Java developer, so he wrote his prominent creation in this language. So, yes, Java is really good for independent projects. Mobile games. This huge market continues to grow along with the number and performance of Smart. Almost everyone has played a game on their mobile device. It could have been 2048, mobile remake of an old game or a game with an original idea. Is Java good for mobile game development? The answer is a solid yes. The market share of Android smartphones takes 80% now. You can think of Java as native natives for Android, so there are really many mobile games written in this programming language. Conclusions. Java is good for developing mobile games and standalone projects (these markets are somewhat intersecting) and for developing the high-load online game server part. Now is the independent growth time, so if you are interested in such games, you can try to do some during your Java learning. In addition, Java is a universal language. It is used in server-side business development, big data, mobile and web applications, trading applications, integrated space, etc. Java Developer is free to change its programming role. Therefore, Java allows you to choose perhaps more than any other programming language. If you're confident in your decision to be a great game developer, then C++ and some game engines like Unity and Unreal is your choice to learn. Can a novice programming student create their own game? In fact, even the simplest video game is not very easy to write, especially for one with no coding experience. Luckily, we are living in the open information age, so we can find different step-by-step instructions and courses for different levels. In this paragraph, we will discuss three options for creating Java games by novices. Case 1. From scratch using step-by-step instructions. CodeGym, Game Section This feature is suitable for early beginners. You can create your version of 3 (for now, 3 more are in development) classic games with very basic Java knowledge. The games section in CodeGym is separate from the main course and is available for free to all users, not just CodeGym students. The CodeGym Games section allows you to create your own versions of legendary video games like Minesweeper, 2048 or Snake (Space Invaders, Moon Lander and Racer are in development). Each game is a task with two dozen subtasks and step-by-step instructions. The student gets the subtask and tips, writes code, then checks by the automatic CodeGym system. If the code works the right way, the student moves on to the next step. All the code is writing on the CodeGym site directly or in IntelliJ IDEA via special plugin that can be obtained in the CodeGym.Completing the last step you have a game ready to use, you can post to the site, customize it according to your creativity and share it with your friends. The games use the simple CodeGym game engine, which structure can be learned from this article. What do you need to know to code these games? This is the level of the first Java programs: initial knowledge about classes and basic primitive data types, String, loops, and branches, as well as arrays and initial knowledge about the ArrayList structure. CodeGym authors recommend completing the first 5 levels of the course to gain this type of knowledge. If you don't feel safe enough here it's a useful theory that helps you solve tasks. If you know Java Core but never to make games, CodeGym Games remains interesting to you, especially the opportunity to modify and customize your standard solutions after approval. Payment: CodeGym Games is free to use. Case 2. For novice mid-level Java Student who loves Minecraft If you like Minecraft it is really good idea to try to make some mods (modifications) with Java. Most mods add some content to the game to alter the game or give the player more options in the way they interact with the minecraft world. For example, you can encode a new, more accurate arc or something. Some people create minigames within Minecraft. Even if you are not a big fan of this game, it would be beneficial for every novice to work with decompiled code, trying to understand it and change it for you. Later you can play Minecraft with your own modes. To get started with modding, you must have your IDE and JDK installed, as well as the modification tool. Forge is one of the most popular tools for Java modding. There are endless tutorials and java Minecraft modding courses. Here are some of them: What do you need to know for Minecraft modding with Java? It depends on the complexity of the mods you plan. How to do it? In fact, even the simplest video game is not very easy to write, especially for one with no coding experience. If the code works the right way, the student moves on to the next step. All the code is writing on the CodeGym site directly or in IntelliJ IDEA via special plugin that can be obtained in the CodeGym.Completing the last step you usually you should buy your own version of Minecraft. If you don't want to learn modding for yourself, it's easy to find some paid courses on the Internet. Case 3. I have a solid knowledge of Java Core, I am ready for my own game projectSiete in this case it is not about complete novices. At this point, we'll tell you what a novice Java programmer who decided to create a game project should pay attention to. Do you have an idea for an indy cross platform or mobile project? Maybe you know how to create your own version of the popular game? Well, what should you do if you know Java Core and nothing else about game development? Writing a game with raw Java is a pretty difficult perspective, but there are really interesting and useful frameworks and libraries to help you with your idea coming to life. What is the game? GraphicsPhysics (the form of object interaction in a game)AI (not represented in every game, but very often it is) GUISoundOpenGL is a cross-platform application programming interface (API) for rendering 2D and 3D vector graphics. In Java you can use OpenGL functions with some libraries: Java3D, JOGL (Java OpenGL), and Lightweight Java Game Library (LWJGL). All of them are cross-platform, free and open source. The most popular is the latest, LWJGL. It's a basic for many other game engines and libraries. LWJGL gives you access to the OpenGL graphics library and contains everything you need to 2D and 3D games. LWJGL also supports the powerful cross-platform API for creating OpenAL music and sound effects, and supports OpenCL, a standard for cross-platform parallel programming.libGDX is an LWJGL framework for cross-platform games. It contains a useful Box 2D engine that allows you to create a game physics, many kinds of graphics, tools to work with audio. libGDX consists of several modules, so you can use it to create AI-based characters, control the behavior of light, sound, and physics. With libGDX and box2d you can develop games for different platforms, such as Android, iOS, Windows, Linux, MacOS and Web. You don't need to recreate the code for each of them, write it once and it would be work on all systems because of the cross-platform. Therefore, it is a good idea to learn libGDX for Java game developers for beginners. What else? Game development is not a clear programming alone. If you're planning to work with your project yourself, you should also: Make some pixel art, textures, character sprites. You need an image editor for this. For example, Paint or Paint.Net. Design-level maps. To create a map, you need a set of tiles. You can create it in a graphical editor. To create a map from tiles, you can use a tiled map editor. Create texture atlases. The texture atlas is a large image that contains all of our sprites. Atlas definitely speeds up the development process. You can use Sprite Sheet Packer for free for this task. Create graphical interface. Use, for example, Overlap2DThere are many good tutorials working with libGDX. Here's a link on the officer. ConclusionsFor you are a game developer or prefer the other branch of programming later, creating your own game is definitely great for your Java learning. By coding a game, you are involved in all the processes of a typical software development project from start to release. You see the results of your work and you can show it to your friends or even post it somewhere (Google Play, for example). Even if you are an absolute beginner, you can try to create a video game using some web tutorials and tools like CodeGym Game Section. You can also try to create some existing game modes and Minecraft (Java edition) along with Forge is extremely good for this. If you know Java Core well enough, the libGDX framework is a good choice to learn and use for your first game project. Good luck with your games! Join Hacker Noon Create your free account to unlock your personalized reading experience. Experience.

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