



## Learn Blackberry Games Development

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By Andrew Davison

Apress. Paperback. Book Condition: New. Paperback. 504 pages. Dimensions: 9.2in. x 7.5in. x 1.1in. BlackBerry smart phones aren't just for business. In fact, throw away that boring spreadsheet, tear up that yearly budget report—the BlackBerry is a lean, mean game-playing machine. Carol Hamer and Andrew Davison, expert software game developers, show you how to leverage the BlackBerry Java Development Environment (based on Java ME) to design and create fun, sophisticated game applications from role playing to dueling with light sabers. The BlackBerry: not as clumsy or as random as a blaster—an elegant device, for a more civilized age. In this book, Carol and Andrew give you the professional techniques you need to use music, 2D and 3D graphics, maps, and game design patterns to build peer-to-peer games, role playing games, and more for the BlackBerry. What you'll learn How to build a custom user interface with your games theme How to take your graphics to the next level with SVG and OpenGL ES How to boogie on down with a MMAPI music player How to optimize your games with BlackBerry-specific APIs and tools How to program games for any BlackBerry device, from the earliest Java-enabled smartphones to models that run the...



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