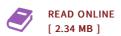# Learn Blackberry Games Development (Paperback)

By Carol Hamer, Andrew Davison

Springer-Verlag Berlin and Heidelberg GmbH Co. KG, Germany, 2010. Paperback. Condition: New. 1st ed.. Language: English . Brand New Book ***** Print on Demand *****.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 (TM) 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.

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Reviews

This book will never be straightforward to start on looking at but extremely exciting to read. I actually have read through and that i am sure that i am going to gonna go through once more again in the future. I am happy to explain how this is the very best book i have read through in my individual lifestyle and may be he best publication for at any time.
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