Mindluster Platform

About the course Java game programming

Course Presenter : Kenny Yip Coding

Java game programming, in this course we will learn about Java game programming fundamentals, including graphics rendering, animation, game loops, event handling, and collision detection. Youâ€™ll begin by setting up your Java development environment, then move on to building 2D games from scratch using Javaâ€™s built-in libraries such as AWT and Swing. Through practical examples and projects, youâ€™ll understand how to draw game objects, manage user input from the keyboard or mouse, and update the screen to reflect real-time changes. Youâ€™ll also explore object-oriented design principles to organize your game code efficiently. By the end of the course, you'll have created simple but fully functional games like ping-pong or maze chases. This course is perfect for Java learners who want to turn their programming knowledge into fun and interactive applications. Let's start coding games with Java today. Kenny Yip Coding

Programming Category's Courses

Course Lesson(13)

Lesson 1 : **Code Pacman in Java**

Lesson 2 : **Code Black Jack in Java**

Lesson 3 : **Code Memory Card Game in Java**

Lesson 4 : **Code Google Chrome Dinosaur Game in Java**

Lesson 5 : **Code Space Invaders in Java**

Lesson 6 : **Code Flappy Bird in Java**

Lesson 7 : **Code Snake Game in Java**

Lesson 8 : **Code Minesweeper in Java**

Lesson 9 : **Code Tic Tac Toe in Java**

Lesson 10 : **Code your FIRST GAME in Java**

Lesson 11 : **Build a Calculator in Java**

Lesson 12 : **Code Sudoku in Java**

Lesson 13 : **How to set up Java in Visual Studio Code**

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