

Beginning Android Games

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For your first question: `AndroidGame` is an abstract class. This means it doesn't have to implement all methods of `Game`, as long as one of the classes extending `AndroidGame` does this. As you can see from the code, this is done in `MrNomGame`:

```
public class MrNomGame extends AndroidGame { public Screen  
getStartScreen() { return new LoadingScreen(this); } }
```

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Apress Source Code. This repository accompanies Beginning Android Games, Third Edition by Mario Zechner, J. F. DiMarzio, and Robert Green (Apress, 2016).. Download the files as a zip using the green button, or clone the repository to your machine using Git.

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A few months ago i was contacted by Apress on wether i want to give my book Beginning Android Games another update. The fist edition was published in April 2011, with two subsequent updates, Beginning Android 4 Games (horrible title i objected to in vein), and Beginning Android Games 2nd Edition.

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Mario has also co-authored " Beginning Android Games " with Robert Green; I think that his book can be the perfect complement to my own, as you'll also learn about many of the additional aspects of game development that I didn't get the chance to cover in my own book, such as: How to develop 2D games, from beginning to end.

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