

## LAB-5502: Your First Mobile Game

Bring Your Own Laptop hands-on lab session

- > Have you installed **Java** and **NetBeans**?
  - Get the hol DVD and install it now
  
- > JDK 5.0 Update 14 or newer
  - Your version: `java -version`
  
- > NetBeans 6.7 Beta.
  - “All” or “Java” Bundle



Java is a trademark of Sun Microsystems, Inc.



# JavaOne<sup>SM</sup>

## LAB-5502: Your First Mobile Game

Andrey Korostelev, Ivan Sidorkin  
Sun Microsystems  
NetBeans

# Prerequisites

- > Bring Your Own Laptop hands-on lab session
- > Have you installed **Java** and **NetBeans**?
  - Get the hol DVD and install it now
- > JDK 5.0 Update 14 or newer
  - Your version: `java -version`
- > NetBeans 6.7 Beta.
  - “All” or “Java” Bundle

# Instructor-Led Hands-on Labs

- > Instructor(s) will provide background for exercises
- > Exercises are self-paced
  - Hard-copy and online lab guides are available
  - Use suggested durations as a guide
- > Raise your hand at any time for assistance
- > To get the most out of the lab...
  - **Read** the lab guide, especially the background
  - **Don't** just copy and paste the solutions

# Housekeeping

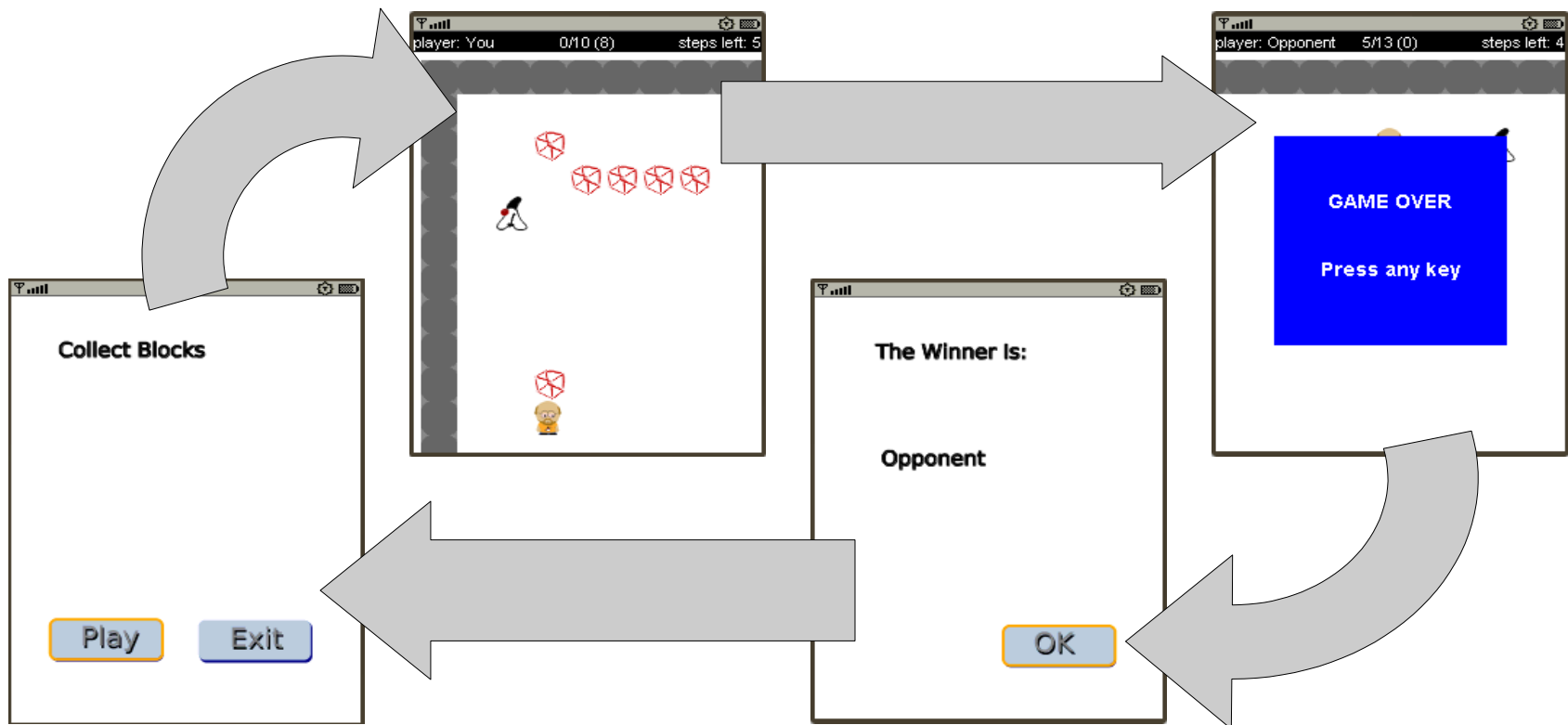
- > Before you leave, **please** fill out a survey and hand it to someone before you leave
  - We **really** want to know what you think!
- > Please look around to make sure you have all of your belongings
  - The hard copies of the lab guides are yours to keep

# Exercises

- > **Exercise 1:** Create MIDP Application
  - Expected duration: 15 minutes
- > **Exercise 2:** Create SVG UI
  - Expected duration: 25 minutes
- > **Exercise 3:** Create the Game
  - Expected duration: 30 minutes
- > **Exercise 4:** Fill the game with logic
  - Expected duration: 30 minutes
- > **Exercise 5 (Optional):** Play with friends
  - Expected duration: 20 minutes

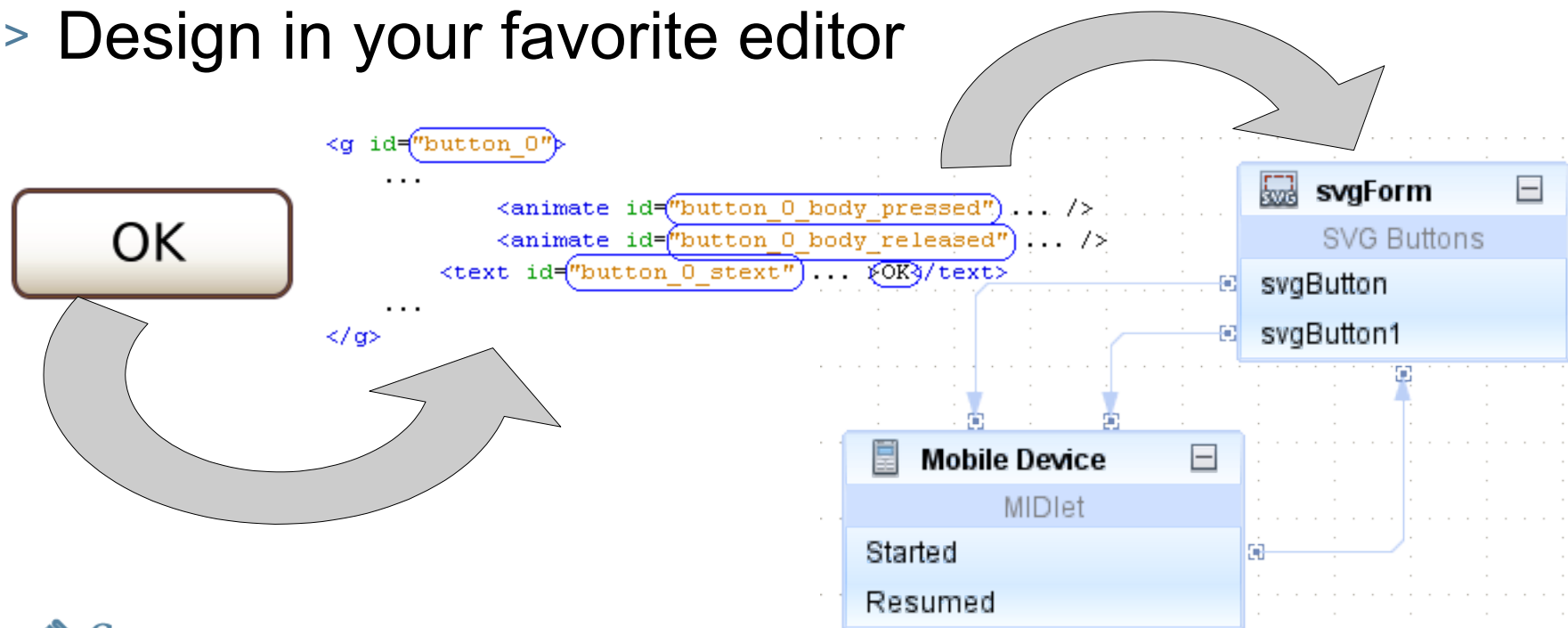
# 1. Create MIDP Application

- > Describe workflow with Visual Designer



## 2. Creating an SVG UI

- > Create SVG Menus using NetBeans tools
  - XML snippets for SVG UI Components
  - Runtime library
- > Design in your favorite editor





## 3. Creating the game

### > Create Game UI with Game Designer

- Sprites
- Tiled Layers
- Scenes

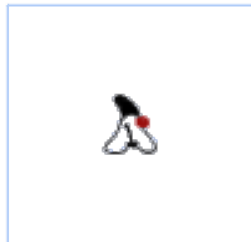
Scenes:



Sprites:



JamesG



dukeWhite

Tiled Layers:



border



bricks

## 4. Fill the game with logic

- > Add Game to Application Workflow
  - Add GameCanvas in VisualDesigner
- > Initialize the Game Components
- > Initialize Players

## 5. Make it a Multiplayer Game

- > Start Web Service to coordinate players
- > Add New Configuration
- > Device Fragmentation
  - New Configuration
  - Add “ONLINE=true” ability

# Congratulations!

- > You should now have completed this lab
- > If you would like more time to continue working, please consider taking the lab exercises with you
  - Discs containing all of the labs offered this year are available for you to take home
  - To save your work, please copy it to a USB drive or email it to yourself
  - The lab guide will tell you where to get help with this lab after JavaOne
- > Thank you for attending this hands-on lab!



# JavaOne<sup>SM</sup>

# Thank You

Andrey Korostelev, Ivan Sidorkin

[Andrew.korostelev@sun.com](mailto:Andrew.korostelev@sun.com)

[Ivan.Sidorkin@sun.com](mailto:Ivan.Sidorkin@sun.com)