

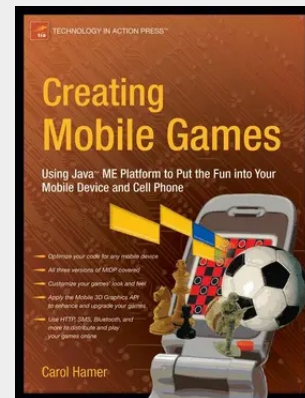
Creating Mobile Games

Using Java ME Platform to Put the Fun into Your Mobile Device and Cell Phone

Creating Mobile Games: Using Java ME Platform to Put the Fun into Your Mobile Device and Cell Phone is a practical build-it-yourself mobile Java games book with lots of complete working code and advice:

- Shows you how to create a basic game and make it a professional one (by adding a pro look-and-feel by writing your own menus or using the open source J2ME Polish, and enabling marketing/billing from your own web site)
- Demonstrates Wireless Messaging and other optional APIs (using SMS, PIM, File Connection, Bluetooth, and so forth in a multiplayer game)
- Covers MIDP3

Practical Java ME Game Projects with MIDP3 is or will likely be the first Java games book for the newly updated and now open source Java Micro Edition (ME). And it will be first and possibly only that covers all MIDP versions 1-3.



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