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Killer Game Programming in Java by Andrew Davison Killer Game Programming covers Java's graphics and techniques. This comprehensive guide will give you a number of reusable techniques, to create awesome action-packed games. It also covers 2D APIs and 3D sprites as well as games that require programming and fractals.

Java Game Programming For Beginners: Where to Start

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Java 2D games tutorial - programming Java games

This repository accompanies Advanced Java Game Programming by David Wallace Croft (Apress, 2004). Download the files as a zip using the green button, or clone the repository to your machine using Git.

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D.W. Croft teaches the reader how to create desktop and Internet games using the most up-to-date Java programming techniques. He is one of the first to cover animation using Swing. With clearly explained code, an open source reusable game library and an animation engine, he shows how to put out new games quickly.

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