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January 2nd 2015, 14:37 Super Mario series of legendary Nintendo games. This game affects so many game developers inlcuding me. Now I'm eating my lightweight source of Super Mario Android. The game was built on top of Libgdx. Update, 11/3 2016 : Improved performance Move to city based on the APK project : Download the full source code: Download The Project Settings Extract file, edit these files to set the correct values based on your system: Edit local.properties to determine your Android SDK location Edit android/build.gradle, check the value of buildToolsVersion, compileSth Change them if they don't match the current installed versions, see the installed version on the Android SDK manager. You can then use Eclipse, Intellij or Android Studio to develop. Eclipse Install a Gradle plug-in from here file - 'gt; Gradle Project Follow this link to run the game Intellij / Android studio file - Open - build.gradle Follow this link to run the game Pure Bean File - Open Project ... Follow this link to run the game Edit Assets fonts and sounds can be directly replaced in the android/assets directory To replace the images follow these steps: replace the images you want to change in your desktop / raw_images Run PackerIntellij.java or PackerEclipse.java, depending on which IDE you your new images are now sould to be inserted into the pack.png under the Android asset catalog Update projects and to start. Due to a copyright issue, if you are going to publish a game based on my source code above, please make sure you replace all the images with your own images. This example demonstrates how to connect to Google Drive's online storage service from an Android app. I'll describe the sections of code that run based on the flow of application usage. This app is based on the Google Drive example here. Before you start creating this sample, please follow the instructions in the previous link to register the app with Google Cloud Console. Like most Android apps, this starts in onCreate mainActivity features. In this feature, you can see the account settings to connect to a Google Drive account and an action has begun that encourages users to select their Google account from registered accounts on the device or enter a new one. mCredential - GoogleAccountCredential.usingOAuth2 (it is, Arrays.asList (DriveScopes.DRIVE)); startActivityForResult (mCredential.newChooseAccountIntent(), REQUEST_ACCOUNT_PICKER); Page 2 Download Source Step 1 Create MainActivity audio recording and playback com.javaorigin.audio; import android.media.AudioFormat; import android.media.AudioManager; import android.media.AudioRecord; Import android.media.AudioTrack; import android.media.MediaRecord; android.media.MediaRecord; android.os.Bundle; импортировать android.app.Activity; импортировать android.content.Context; импортировать android.view.Menu; импортировать android.view.View; импортировать android.widget.Button; общественный класс MainActivity расширяет активность - AudioManager am - null; Запись AudioRecord нулевой; AudioTrack трек Нулевой; @Override защищенная пустота onCreate (Bundle savedInstanceState) - super.onCreate (сохраненоВостяние); setContentView (R.layout.activity_main); setVolumeControlStream (AudioManager.MODE_IN_COMMUNICATION); init (); (Новая нить () - @Override публичный недействительный запуск () - записьAndPlay (); начало (); @Override boolean onCreateOptionsMenu (Меню меню) - getMenuInflater ().inflate (R.menu.main, меню); возвращение истинное; - частная пустота init() - Int min - AudioRecord.getMinBufferSize (8000, AudioFormat.CHANNEL_IN_MONO, AudioFormat.ENCODING_PCM_16BIT); запись - новый AudioRecord (MediaRecorder.AudioSource.VOICE_COMMUNICATION, 8000, AudioFormat.CHANNEL_IN_MONO, AudioFormat.ENCODING_PCM_16BIT, мин); int maxJitter - AudioTrack.getMinBufferSize (8000, AudioFormat.CHANNEL_OUT_MONO, AudioFormat.ENCODING_PCM_16BIT); трек - новый AudioTrack (AudioManager.MODE_IN_COMMUNICATION, 8000, AudioFormat.CHANNEL_OUT_MONO, AudioFormat.ENCODING_PCM_16BIT, maxJitter, AudioTrack.MODE_STREAM)Context.AUDIO_SERVICE; (AudioManager.MODE_IN_COMMUNICATION); record.startRecording (); track.play (); в то время как (правда) - num - record.read (lin, 0, 1024); track.write (lin, 0, num); публичный недействительный режимИзмерить (Вид просмотра) - Кнопка modeBtn (Кнопка) findViewById (R.id.modeBtn); если (isSpeaker - правда) - am.setSpeakerphoneOn (ложный); isSpeaker - ложный; modeBtn.setText (Режим вызова); - еще am.setSpeakerphoneOn (правда); isSpeaker - правда; modeBtn.setText (Режим спикера); публичная пустота воспроизведения (Вид просмотра) Кнопка playBtn'(Кнопка) findViewById (R.id.playBtn); если (isPlaying) record.stop(); track.pause (); isPlaying-false; playBtn.setText (Игра); еще record.startRecording (); track.play (); isPlaying-true; playBtn.setText (Пауза); Шаг 2 Добавить кнопку для воспроизведения /<RelativeLayout xmlns:android= xmlns:tools= android:layout_width=match_parent android:layout_height=match_parent android:paddingbottom=@dimen/activity_vertical_margin android:paddingleft=@dimen/activity_horizontal_margin android:paddingright=@dimen/activity_horizontal_margin android:paddingtop=@dimen/activity_vertical_margin tools:context=. MainActivity> <Button android:id=@+id/modeBtn android:layout_width=wrap_content android:layout_height=wrap_content android:layout_alignLeft=@+id/textView1 android:layout_below=@+id/textView1 android:layout_marginTop=24dp android:id=@+id/modeBtn android:layout_width=wrap_content android:layout_height=wrap_content android:layout_below=@+id/textView1 android:layout_margintop=24dp></Button android:id=@+id/modeBtn android:layout_width=wrap_content android:layout_height=wrap_content android:layout_alignLeft=@+id/textView1 android:layout_below=@+id/textView1 android:layout_marginTop=24dp > </RelativeLayout> паузы и режима вызова / спикер режиме режиме Режим android:onClickmodeChange/> Step 3 Добавить аудио связанное разрешение <Button android:id=@+id/playBtn android:layout_width=wrap_content android:layout_height=wrap_content android:layout_alignbaseline=@+id/modeBtn android:layout_alignbottom=@+id/modeBtn android:layout_marginleft=30dp android:layout_torightof=@+id/modeBtn android:onclick=play android:text=Pause></Button> на Android.xml Этот <uses-permission android:name=android.permission.MODIFY_AUDIO_SETTINGS></uses-permission> <uses-permission android:name=android.permission.RECORD_AUDIO></uses-permission> репозиторий сопровождает Начало Android Games, Третье издание Марио Зехнер, J. F. DiMarzio, и Роберт Грин (Apress, 2016). Download the files as a lightning bolt button or clone the repository to your machine using Git. The release of v1.0 corresponds to the code in the published book, with no fixes or updates. Contributions See file to Contributing.md information on how you can contribute to this repository. Smartphones put a lot of games at hand for users, but many of the proprietary games are downloaded with advertising, in-app purchases, and other features that create a less-than-stellar gaming experience. While the open source world is not exactly known for the quality of its games, there is a wide selection of open source games available in the F-Droid repository that are polished and very in-game. Many of these games are clones of their own computer games and board games, but they are still enjoyable and are great realizations of games in which they are clones. Below I look at 12 of my favorite games from the F-Droid repository. All games are released under open source licenses, with no in-app purchases or any of the other dubious features and troubles that plague modern mobile gaming. Each game provides a single-story mode that doesn't require network access, so they're perfect for your next bus or plane ride. Because the list is quite lengthy, I omitted chess apps, which I covered at length in the previous article. As I said above, these are my personal favorites and I'm only covering a portion of the games available in the F-Droid repository, so if I missed one of your favorites, please share it in the comments section below. 2048 2048 F-Droid Page License to Source Code: MIT Implementation Puzzle Game 2048. The game involves moving tiles with numbers on them around the 4x4 grid. Tiles start with 2 on them, and each time the two matching tiles touch they combine. 2 title touching 2 tiles will become 4 tiles, two 4 tiles touching will create 8

tiles, and so on. The goal is to keep the tile combination to form 2048 tiles, but if the grid fills the tiles and there are no valid Left, the game is over. Blocking F-Droid page Code License: The blocking GPLv3 is a Tetris clone. Standard parts of Tetris fall from the top of the screen, and the player moves and turns the pieces to create full rows of squares. When the line is complete, it disappears. The game continues at an ever-increasing speed as long as the player continues to complete the lines. However, if the blocks reach the top of the screen, it's game over. Blokish Blokish F-Droid Source License page: GPLv3 Blokish is an unofficial, digital version of the board game Blokus. The game takes place on the 20x20 grid and four players (in one game, the computer plays all three opponents) take turns placing their game figures on the grid. Each player has 21 pieces of different shapes and sizes ranging from one square to pieces that have five squares arranged in different formations. The first part of the player puts on the board is necessary to touch the corner of the board, and each subsequent piece has to touch the corner of the piece the player has already placed on the board, but he can not touch the side of the piece of the same color. The goal is to use as many parts as possible and cover more spots on the grid than other players, trying to deprive other players of the ability to achieve the same goal. Crosswords Crosswords F-Droid page Source Code License: GPLv2 Crosswords clone with a decent computer player to play against and options to play against real people by turns on the same phone or remotely using internet or Bluetooth connections. The game is played according to the standard rules of Scrabble. Using a set of tiles with letters on them, players form words. Points are earned on the basis of the letters used, and some letters cost more points. Placing letters on certain places can earn even more points from double letters, triple letters, double word, and triple word bonuses. When a player puts a new word on the board, he must connect to the words already on the board. As the game progresses, the board takes on a crossword puzzle-like appearance. Devinettes Devinettes F-Droid page Source Code License: GPLv3 Devinettes is a set of puzzles that a player can puzzle and try to solve. The first mystery is the famous Sphinx mystery: What walks on four legs in the morning, then two legs in the afternoon and three in the evening? There are a total of 18 puzzles to ponder. While the game is open source, the answers to the riddles of SHA1 hashes, so you can view the source code without spoiling the game. Frozen Bubble Frozen Bubble F-Droid Page Source Code License: GPLv2 Frozen Bubble is one of the most popular open source games on Linux, and this app version brings the same gameplay to Android. The objective of the game is to remove the bubbles from the screen by shooting bubbles to the bubbles already on the screen. When three bubbles of the same color touch, they all along along the line any bubbles that are only connected to the rest of the mass of bubbles on the bubbles are removed. After all the bubbles are gone, the level is over. If the bubbles reach the bottom of the screen, the player loses. A single-head game can be played in Arcade mode, which gradually pushes bubbles to the bottom of the screen, or in puzzle mode, where the only thing players have to worry about is their own mistakes. The game defaults to point-shoot targeting mode, making it easy to play on your phone, but there are also options for target, then shoot mode, which requires adjusting the angle of the shot manually before shooting, and a mode that allows the player to aim by rotating his phone. Lexica Lexica F-Droid page Source Code License: GPLv3 Like Boggle, Lexica has a player racing against a timer to find words in grid letters. Words are chosen by dragging across the grid from the first letter to the last letter of the word. Connections can be made in any direction, including diagonally. To change the complexity, players can choose from a 4x4 grid or a 5x5 grid. The time limit can also be changed by 3 minutes, 5 minutes, 10 minutes, 20 minutes or 30 minutes. In addition, the dictionary used for the word list can be configured to the English language of the United States or the United Kingdom. Mahjongg Builder Mahjongg Builder F-Droid Source License page: GPLv3 Mahjongg Builder is a version of the popular solitaire game played using Mahjong tile set. The goal is to remove all the tiles from the screen by finding matching sets of titles. Titles that are covered cannot be removed until the tiles above them are gone, and the tiles that have tiles on both left and right on the same layer cannot be removed until the tiles on one side have been removed. Mahjongg Builder comes with 19 different tile layouts, so there's a lot of variety. Marble One Marble One F-Droid Page Source Code License: GPLv3 Marble One is a standard peg or marble solitaire game in the form of an app. The goal is to clean the board by removing all but one of the marble. Marble is removed when it jumps over the marble next to it in a straight line (without diagonal). Marble can only jump one space at a time, and the place in which it lands must be empty. Marble One comes with eight different layouts, ranging from a simple cross to more complex boards that have only one free space open at the beginning. Puzzle Puzzle F-Droid Page License to Source: MIT Puzzle is a great collection of different puzzle games. Just 39 games, and each game is different from all the others. Some of the games are common versions of popular brain games that can be found in the printed puzzle book. Sudoku is referred to as Solo, KenKen is Keen, and Template. Minesweeper and other popular computer puzzle games are also included in the app. This app has a lot to offer, so puzzle lovers be able to find at least a few games that interest them. The Shift Devinettes F-Droid page Code Source License: Apache2 Shift is a puzzle game where players try to remove colored tiles from a 6x6 grid by connecting three blocks of the same color. The playing field starts with a tile only on the outer edge of the 6x6 grid and players move the pieces by pressing one of the four arrows on the top, bottom, left and right side of the board. Pressing one of these buttons causes the shapes to slide in this direction and begin to fill the center of the grid. If the grid is completely filled with pieces, the game is over. SolitaireCG SolitaireCG F-Droid source license page: Apache2 Collection of 10 different solitaire card games. The app contains standard games Klondike and Freecell, as well as Baker Games, Black Widow, Forty Thieves, Golf, Spider, Tarantula, and TriPeaks. Some games, such as Klondike, have options for drawing one card at a time or three at a time. The games play pretty well on the touch screen, but it can get a little cramped less screens. There is the ability to use large art cards, making it easy to see which card is which, but doesn't really change the size of the card. Page 2Smartphones put a wealth of games at users' fingertips, but many of the proprietary games are downloaded with advertising, in-app purchases, and other features that create less than a stellar gaming experience. While the open source world is not exactly known for the quality of its games, there is a wide selection of open source games available in the F-Droid repository that are polished and very in-game. Many of these games are clones of their own computer games and board games, but they are still enjoyable and are great realizations of games in which they are clones. Below I look at 12 of my favorite games from the F-Droid repository. All games are released under open source licenses, with no in-app purchases or any of the other dubious features and troubles that plague modern mobile gaming. Each game provides a single-story mode that doesn't require network access, so they're perfect for your next bus or plane ride. 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