



Windows Phone 8 Game Development

Marcin Jamro

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In Detail

Currently almost everyone has a mobile phone that is used not only for calling, texting, and browsing the Internet, but also as an entertainment and social platform. Developers can create advanced 3D games with outstanding functionality that allow the player to enjoy the game directly on the mobile phone and cooperate with other players via the Internet!

Windows Phone 8 Game Development is a practical, hands-on guide that will show you how to create a 3D game for the Windows Phone 8 platform. From setting up the environment to publishing your game, you will first learn how to implement 3D and 2D graphics with Direct3D, XAML, C++, and C#. We will then look at the game logic, steering with sensors, detecting collisions, as well as using maps, geolocation, augmented reality, social networks, and web services to share data between players. Featuring many code examples, images, and diagrams you should find the content both engaging and easy to understand.

Approach

Written as a practical Packt tutorial, this essential reference will show you how to develop games on the Windows Phone 8 platform.

Who this book is for

The book is dedicated to the beginners in a field of game development and the Windows Phone 8 platform who want to create their first game! No prior experience regarding 2D and 3D games development, the mobile platform, as well as XAML and Direct3D technologies, is necessary. However, some basic knowledge of object-oriented programming (especially in case of C++ and C# languages) is required to understand parts of code described in the book.

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