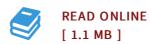




Building Your First Mobile Game Using XNA 4.0

By Brecht Kets, Thomas Goussaert

Packt Publishing Limited, United Kingdom, 2013. Paperback. Book Condition: New. 234 x 186 mm. Language: English Brand New Book ***** Print on Demand *****. This book is a step-bystep tutorial with a lot of screenshots that help to explain the concept better. This book will cover the building of a 3D game for Windows Phone using XNA. We won t explain the C# programming language itself, nor object-oriented programming. We will however explain the aspects of game development thoroughly, so don t worry if you have never written a 3D game. We will cover all the basics, included the much dreaded math. This is the right book for anyone, regardless of age and gender, if: * You are interested in game development * You want to start building games for Windows Phone * You have some programming knowledge In this book, we will first go over the technical topics, and end up building a 3D game for Windows Phone 7 together!.



Reviews

It becomes an incredible book that we actually have possibly study. It really is rally exciting through studying period of time. I am very easily could get a satisfaction of reading through a written book.

-- Gianni Hoppe

A really awesome pdf with perfect and lucid reasons. It is actually rally fascinating through reading period of time. Your lifestyle period will probably be transform as soon as you total looking over this ebook.

-- Alford Kihn