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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-by-step 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, including 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!.



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