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# BUILDING YOUR FIRST MOBILE GAME USING XNA 4.0

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...

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- Released at 2013

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