

|  |  |
| --- | --- |
| **Name:** | Michele Tammaro |
| **Matriculation No.:** | S0908639 |
| **Course:** | Computer Games Software Development |
| **Module:** | Mobile and Ubiquitous Computing |
| **Module** **Code:** | MHG420877-13-A |
| **Module** **Leader:** | Bobby Law |
| **Date:** | 19/12/2013 |

A mapping application for fans of the Glasgow Commonwealth Games to use to find their current location, and the location of the venues, developed in Visual Studio 2012 for Windows Phone 8.

*I confirm that the code contained in this file (other than that provided or authorised) is all my own work and has not been submitted elsewhere in fulfillment of this or any other award.*

Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:\_\_\_\_\_\_\_\_\_\_\_

# Code Explanation

*The following explanation provides a high level overview of the functions that Windows Phone 8 runs by default during normal interaction. It will reference other user defined methods, pages and classes that perform a wide range of actions. For more information on what these methods and classes do see “Explanation of User Defined Methods, Classes and Structs”.*

## Explanation of User Defined Methods, Classes and Structs

There are a number of methods that the user has defined in order to develop this Application. This section will discuss in-depth the function of these methods.

* InitializeTransform()
  + This method initializes the games aspect ratio to allow the game to determine how to scale the 3D to 2D projection. It then initializes two cameras; the main and the secondary. For each camera position and rotation values are passed, as well as the speed. It ends by attach the camera to a Game Component.

**Storyboards**

# References