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BUILDING YOUR FIRST MOBILE GAME USING XNA 4.0 (PAPERBACK)



Building your First Mobile Game using XNA 4.0

A fast-paced, hands-on guide to building a 3D game for the Windows Phone 7 platform 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't...

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- Authored by Brecht Kets, Thomas Goussaert
- Released at 2013



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