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Combine native and managed development approaches Run and debug Windows Phone 8 applications Use XAML language to create the user interface Create 3D graphics with Direct3D Draw 2D graphics with DirectXTK Create game logic and detect collisions Steer the game with sensors Use maps, geolocation, and ...

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The book "Windows Phone 8 Game Development" is a step by step guide for the beginner who wants to create his first video game on the Windows Phone 8 platform. The author begins by showing the installation and configuration of the development tools, and continue with the game design and user interface.

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Windows Phone 8 Game Development is a practical, hands-on guide that will show you how to create a 3D game for the Windows Phone 8 platform. From setting up the environment to publishing your game, you will first learn how to implement 3D and 2D graphics with Direct3D, XAML, C++, and C#.

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Windows 8 and Windows Phone 8 Game Development is aimed at those with an existing background in programming and knowledge of the C# programming language. No prior knowledge is required of programming for Windows 8 or Windows Phone 8, XNA or MonoGame, or games-programming in general. This book will guide the reader through the steps required to ...

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Windows 8 and Windows Phone 8 Game Development is aimed at those with an existing background in programming and knowledge of one of the two main.NET programming languages (C# or VB). No prior knowledge of programming for Windows 8 or Windows Phone 8, XNA, MonoGame or programming games in general is needed.

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Windows 8 and Windows Phone 8 Game Development is aimed at those with an existing background in programming and knowledge of the C# programming language. No prior knowledge is required of programming for Windows 8 or Windows Phone 8, XNA or MonoGame, or games-programming in general.

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Windows 8 and Windows Phone 8 Game Development

The Windows Phone SDK 8.0 is a full-featured development environment to use for building apps and games for Windows Phone 8.0 and Windows Phone 7.5. The Windows Phone SDK provides a stand-alone Visual Studio Express 2012 edition for Windows Phone or works as an add-in to Visual Studio 2012 Professional, Premium or Ultimate editions.

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Windows 8 and Windows Phone 8 Game Development by Adam ...

Support for C++ has been added in Windows Phone 8. On Windows Phone 7, apps could only be developed using Silverlight or XNA. It didn't prevent developers to publish thousands of games, including mainstream titles like Plants vs Zombies or Angry Birds. Therefore, I believe it's safe to conclude that game development is indeed possible in C#.

C# Game Development for Windows Phone 8? - Stack Overflow

Adam teaches you how to create games for Windows Phone 8 and Windows 8 RT devices, using the MonoGame framework.

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MonoGame is an open source implementation of Microsoft's now retired XNA framework. And it rocks! When you learn how to make games for WP8 and Win8, you'll have a solid foundation for easily porting games to Android and iOS devices, too.

Amazon.com: Customer reviews: Windows 8 and Windows Phone ...

The book is dedicated to the beginners in a field of game development and the Windows Phone 8 platform who want to create their first game! No prior experience regarding 2D and 3D games development, the mobile platform, as well as XAML and Direct3D technologies, is necessary.

Windows Phone 8 Game Development eBook by Marcin Jamro ...

The Windows Phone version will be updated with proper WP8 support soon and perhaps some WP8.1 features too, and the

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Windows 8 version will support some new features and better window size support. Watch this space for more details over the coming weeks.

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