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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1:Introduction to XNA; System requirements; Installing the Windows Phone SDK; Time for action - installing Windows Phone SDK; Speller - Our first XNA game; Time for action - creating an XNA project; Managing content; Time for action - creating content assets; Member variables; Time for action - declaring new member variables; The Game1 constructor; Initialization; Time for action - customizing the Initialize() method; Loading content Time for action - creating a square textureUpdating; Time for action - customizing the Update() method; The Draw() method; Time for action - drawing Speller; Helper methods; Time for action - words and letters; Time for action - completing the Speller project; Summary; Chapter 2: Cube Chaser - A Flat 3D World; Designing the game; 3D coordinates; Creating the project; Time for action - creating the Cube Chaser project; Our view of the world; Time for action - beginning the Camera class; The Projection matrix; Looking at something; Time for action - implementing a look at point; The View matrix Time for action - the View matrixFrom the ground up; Time for action - creating the Maze classes; Drawing the floor; Time for action - drawing the floor; Moving around; Time for action - expanding Camera; Time

for action - letting the player move; Summary; Chapter 3:Cube Chaser - It's A-Mazing!; Maze generation; Time for action - defining a MazeCell; Time for action - generating the Maze class; Constructing the walls; Time for action - building walls; Time for action - drawing the walls; Solid walls; Time for action - bouncing off the walls; Summary; Chapter 4:Cube Chaser - Finding Your Way
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Time for action - finishing the ArcBallCamera classBuilding the playfield; Height maps; Generating the terrain; Time for action - generating terrain; Height data; Time for action - adding the ReadHeightMap() method; Building vertices; Time for action - adding the BuildVertexBuffer() method; Building the indices; Time for action - the buildIndexBuffer() method; Let's see the terrain already!; Time for action - drawing the terrain; Adding texture - a gentle introduction to HLSL; Declaring variables; Time for action - HLSL declarations; The vertex shader structures
Time for action - Vertex Shader Input and Output definition

Sommario/riassunto

Create action-packed 3D games with the Microsoft XNA Framework
