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Soggetti	Computer games - Programming Computer games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p> ""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Getting Started""; ""A Closer Look at Visual Studio Development for Windows 8 and Windows Phone 8""; ""Language Choices""; ""IDE Features""; ""Simulators and Emulators""; ""XAML Page Designer""; ""Breakpoints""; ""Debug Output""; ""Windows 8 Devices""; ""Screen Hardware""; ""Hardware Buttons""; ""Graphics Hardware""; ""Location and Orientation""; ""Cooperation with the Device""; ""Windows Phone Devices""; ""Screen Hardware""; ""Hardware Buttons"" ""Processors""""Graphics Hardware""; ""Location and Orientation""; ""Cooperation with the Device""; ""Using Visual Studio for Windows 8 and Windows Phone Development""; ""Installing Visual Studio""; ""Creating a Windows Store Project""; ""Project Templates""; ""Designing a Page""; ""Running the Application""; ""Running in the Simulator""; ""Running on an External Device""; ""Connecting the Device""; ""Installing the Remote Debugger""; ""Deploying to the Device from Visual Studio""; ""Creating a Windows Phone Project""; ""Project Templates""; ""Designing a Page""; ""Running in the Emulator"" ""Selecting an Emulator Image""""Running on a Real Device""; ""Registering the Device""; ""Deploying to the Device from Visual Studio""; ""Debugging""; ""Breakpoints""; ""Debug Output""; ""Cross-Platform Development""; ""Building Entirely Separate Projects""; ""Using Shared Source Files""; ""Choosing a Development Approach""; ""Getting </p>

Help"; "MSDN"; "Search Engines"; "Microsoft's Windows Phone Developer Center"; "Game Development"; "Suitable Games"; "Welcome to the World of Windows 8 and Windows Phone Development"; "Summary"; "Chapter 2: Getting Started with MonoGame"
"What Is MonoGame?" "Installing MonoGame"; "Creating a MonoGame Project"; "Creating a MonoGame Project for Windows 8"; "Creating a MonoGame Project for Windows Phone"; "Adding Some Content"; "Adding the Sprite Graphic to the Project"; "Displaying the Graphic"; "Moving the Graphic"; "Examining the Projects in More Detail"; "The Windows 8 MonoGame Project"; "The Windows Phone MonoGame Project"; "The Content Project"; "Sharing Graphic Resources between Windows 8 and Windows Phone"; "Sprites in Detail"; "Supported Graphic Formats"; "Scaling"
"Using a Uniform Scaling Factor" "Using a Nonuniform Scaling Factor"; "Using a Destination Rectangle"; "Rotation"; "Tinting"; "Partial Image Rendering"; "Layer Depth"; "Sprite Transparency"; "Color Key Transparency"; "Alpha Channel Transparency"; "Alpha Tinting"; "Useful Sprite Effects"; "Setting a Background Image"; "Fading to Black"; "Fading between Images"; "Displaying Text"; "Font Support"; "Creating SpriteFont Objects"; "Displaying Text"; "Supporting Portrait and Landscape Orientations"; "Orientation in Windows 8 Projects"
"Orientation in Windows Phone Projects"

Sommario/riassunto

Creating fun, sophisticated games for Windows devices large or small has never been easier! With masses of example code and fully working games for you to download and run straight away Windows 8 and Windows Phone 8 Game Development is your ideal first step into modern games development. This book gives you everything you need to realize your dreams and produce fantastic games that will run on all Windows 8 devices from desktops to tablets to phones. You can code once and run everywhere. The ubiquity of Windows 8 devices makes this opportunity too good to miss! The Windows 8 and Windows Phone 8 platforms have huge potential for gaming. New form-factors - such as the Surface tablet - coupled with improved processors and higher screen resolutions combine to make Windows 8 the best Windows version yet for independent games development. It's never been easier to create a fantastic game, package it up and deploy it straight to the Windows Store with its audience of millions. This book will show you how.
