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Nota di contenuto	Cover; Copyright; Credits; About the Authors; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started; Developing for Windows Phone; Installing the Windows Phone SDK; Registering your Windows Phone; Getting started with your first application; The Game class; Fields; Constructor; Initialize; LoadContent; UnloadContent; Update; Draw; Summary; Chapter 2: 2D Graphics; 2D coordinate system; Adding content; Drawing sprites; Adding fields; Loading textures; Drawing textures; Refactoring our code; Render context; The base class; Properties ConstructorMethods; Building the GameSprite class; Fields; Properties; Constructor; Methods; Updating MainGame; Fields; Initialize; LoadContent; Update; Draw; Result; Adding movement to the hero; The Hero2D class; Fields; Initialize; LoadContent; Update; Draw; Updating the game class; Result; Adding animation to our hero; Sprite sheets; The GameAnimatedSprite class; Fields; Properties; Constructors; Play, pause, and stop; Update; Updating Hero2D; Fields; Initialize; Update; Result; Summary; Chapter 3: 3D Graphics; 3D coordinate system; Using matrices; Drawing models; Adding fields; Initialize Loading modelsDrawing models; Result; Mixing 2D and 3D; Refactoring our code; The base class; Properties; Constructor; Methods; The camera; Updating RenderContext; The GameModel; Fields; Constructor; Methods; Updating MainGame; Fields; Initialize; LoadContent, Update,

and Draw; Result; Adding movement to the hero; The Hero3D class; Fields; Initialize; LoadContent and Draw; Update; Updating the Game class; Result; Adding animation to our hero; The GameAnimatedModel class; Fields; LoadContent; Update; Controlling animations; Draw; Updating Hero3D; Result; Exercise: adding enemies; Summary
Chapter 4: InputUsing keyboard; Using the accelerometer; Using touch; Gestures; Enabling gestures; Reading gestures; Summary; Chapter 5: Sound; Before we start; Playing sound; SoundEffect; Setting volume, pitch, and pan; SoundEffectInstance; Fields; LoadContent; Playing 3D sound; Fields; LoadContent; Update; Result; Playing a song; Summary; Chapter 6: Building a Basic Framework; Scene graph; Implementation; Fields; Constructor; Methods; Using the code; Scene manager; The GameScene; Properties; Constructor; Methods; The SceneManager; Properties; Constructor; Managing the scenes
Initialize and LoadContentUpdate and Draw; Creating scenes; Updating the main game; Initialize; LoadContent; Update and Draw; Result; Collision; The extension method; Updating GameObject2D; Updating Hero2D; Testing for collisions; Result; Menus; The button; Fields and events; Constructor; LoadContent; Update; The menu scene; Result; Summary; Chapter 7: Building a Game; Game concept; Menu scene; Fields; Constructor; Initialize; LoadContent; Level Scene; Prerequisites; Level Scene; Background; Fields; Initialize; Update; Scene Implementation; Path; Fields; Initialize; Update
Scene Implementation

Sommario/riassunto

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 worry if you have never written a 3D game. We will cover all the basics, included the much dreaded math. This is the right book for anyone, regardless of age and gender, if: You are interested in game development, You want to start building games for Window
