

1. Record Nr.	UNINA9910814433703321
Autore	Scolastici Claudio
Titolo	Mobile game design essentials // Charles Scolastici
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2013
ISBN	1-4619-5298-0 1-84969-299-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (358 p.)
Collana	Community experience distilled
Altri autori (Persone)	NolteDavid
Disciplina	794.8151
Soggetti	Video games - Design Video games - Programming Mobile games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Mobile Game Design Essentials -- Table of Contents -- Mobile Game Design Essentials -- Credits -- About the Authors -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the color images of this book -- Errata -- Piracy -- Questions -- 1. Operating Systems - Mobile and Otherwise -- Operating systems -- Mobile operating systems -- Android -- Google Play and Amazon Appstore -- App development -- Games for Android -- Eclipse versus IntelliJ -- iOS -- The App Store -- Development on iOS -- Xcode -- Using Xcode -- Windows Phone -- Windows Phone Store -- Developing apps with Windows Phone -- Developing a game for Windows Phone with XNA -- Java ME -- Developing games with Java ME -- NetBeans -- BlackBerry -- The BlackBerry App World -- Developing games for BlackBerry -- Summary -- 2. The Mobile Indie Team -- A matter of size -- Key roles in a successful team -- What it takes -- Commitment -- Cohesion -- Software development methodologies -- Discipline -- Professional training -- Passion for games -- The roles in an indie mobile team -- The game designer -- Designer at work -- Designer tools -- The

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A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games.
