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Autore	Williams Chris G
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Nota di contenuto	PROFESSIONAL Windows® Phone 7 Game Development; CONTENTS; INTRODUCTION; CHAPTER 1: GETTING TO KNOW THE WINDOWS PHONE 7 DEVICE; Minimum Specifications; Chassis Design; Screen Resolution; Phone Features; Capacitive Touch; Sensors; Accelerometer; aGPS; Compass; Light Sensor; Proximity Sensor; Digital Camera; DirectX 9 Acceleration; Face Buttons; Back Button; Start Button; Search Button; QWERTY Keyboard; Software Features; Start and Lock Screens; Hubs; People Hub; Pictures Hub; Music + Video Hub; Games Hub; Marketplace Hub; Office Hub; Other Applications; Summary; CHAPTER 2: GETTING STARTED Getting the Tools You Need Meeting the System Requirements; Satisfying the Developer Requirements; What You Get; XNA Game Studio 4.0; Creating Your First Project; Spotting Differences Between the Windows Phone Game and Other XNA Game Projects; Setting Up a

Windows Phone Device; Using the Windows Phone Emulator; Using Command-Line Options; Summary; CHAPTER 3: ORIENTATION; Device Orientation; Setting Device Orientation; Hardware Scaling; Automatic Rotation; Detecting Device Orientation; Running in Full-Screen Mode; Phone Title-Safe Area; Accelerometer; Accelerometer Sample; Summary
CHAPTER 4: TOUCH INPUT Responding to Touch Events; Overview of Touch Interfaces; Detecting Touch Input; Detecting Gestures; Tap; Double Tap; Hold; Horizontal Drag; Vertical Drag; Free Drag; Drag Complete; Flick; Pinch; Pinch Complete; Seeing Results; Custom Gestures; Designing for Touch Games; Remember Your Platform; Design for the Right Resolution; Be Consistent and Predictable; The Soft Input Panel (SIP); Summary; CHAPTER 5: GIVE ME YOUR INPUT; Building the Input Management System; Input.cs; Gesture Definition.cs; Game Input.cs; Touch Indicator.cs; TouchIndicatorCollection.cs
Using the Input Management System Actions.cs; Game 1.cs; Summary; CHAPTER 6: THE STATE OF THINGS; Game State; Managing Game State; Option 1: Boolean Flags; Option 2: Enumerations; Option 3: Object-Oriented; Handling Multiple Layers of Screens; Phone Hardware Events; Detecting the Back Button; Overriding the Back Button; Game, Interrupted; Notifications and Temporary Interruptions; Game-Stopping Events; Somebody Save Me; Summary; CHAPTER 7: LET THE MUSIC PLAY; Handling Audio; Playing Music with Media Player; Do You Mind? I'm Playing Music Here; Background Music; Song Collections; Visualizations
Sound Effect Sound Effect Instance; XACT 3.0; Recording Audio; The Microphone Class; Saving and Retrieving Captured Audio; Summary; CHAPTER 8: PUTTING IT ALL TOGETHER: DRIVE & DODGE; Creating the Game; Screens; Screen.cs; Screen State Switchboard.cs; Title.cs; Sprite.cs; Background.cs; Content; Game 1.cs; Text.cs; screenFont.spritefont; Button.cs; The Input Wrapper; Game Input.cs; Gesture Definition.cs; Input.cs; Touch Indicator.cs; Touch Indicator Collection.cs; Adding Sounds and Music; Music.cs; SoundEffects.cs; More Screens; MainGame.cs; InGameMenu.cs; GameOver.cs; Coding the Main Game Screen; Road.cs
Car.cs

Sommario/riassunto

Create the next generation of gaming titles for Windows Phone 7! Providing an overview of developing games for Windows Phone 7 while working within XNA Game Studio 4, this comprehensive resource covers such essential topics as device/emulator, development tools, device orientation, tilt and accelerometer sensors, multi-touch, working with Cloud and Web services, and more. Three complete games are included within the book plus hands-on explanations and clear example codes help you gain a deeper understanding of the Windows Phone 7 features so that you can start building a game right aw