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Windows 8 and Windows Phone 8 Game Development

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Bura,2014-06-25 This book uses practical examples to teach readers and imparts the key skills and techniques of working in Construct 2 through building complete game projects This book is for complete beginners who have always wanted to learn how to make games and have never tried It is the perfect introduction to game development design and production

Cocos2d-x Game Development Blueprints Karan Sequeira,2015-07-27 Packed with comprehensive projects this book takes a detailed look at a few of the industry s most popular games This book will show you how to use Cocos2d x to build games using its core components You will learn how to incorporate game physics and import custom models and animations Next you will see how to include effects such as particles and sounds With a brief introduction to the upcoming HTML5 platform using Cocos2d html5 the book goes on to tackle the many different concepts that comprise game development today You will learn how to build worlds with meshes a terrain user interaction physics and more You will start by developing a puzzle game and then progress on to games that are increasingly complex Along the way you ll learn how to build gaming favorites similar to games such as Flappy Bird Tilt to Live Jumpy Clown Angry Birds and Tower Defense Ouya Unity

Game Development Gary Riches,2013-10-23 A clear concise and practical guide that will teach you how to build your own console game and become an indie developer This book is for game developers who are interested in developing games for the Ouya console on the Unity game engine It is assumed that you have a basic understanding of Unity **Pro Windows**

Phone App Development Rob Cameron,2012-01-26 The Windows Phone 7 platform now recently updated provides a remarkable opportunity for Windows developers to create state of the art mobile applications using their existing skills and a familiar toolset Pro Windows Phone 7 Development Second Edition helps you unlock the potential of this platform and create dazzling visually rich and highly functional applications for the Windows Phone Marketplace including using new features like copy and paste and API improvements in the NoDo and Mango update waves For developers new to the Windows Phone platform whether NET iPhone or Android developers this book starts by introducing the features and specifications of the Windows Phone series and then leads you through the complete application development process You ll learn how to use Microsoft technologies like Silverlight NET the XNA Framework Visual Studio and Expression Blend effectively how to take advantage of the device s sensors with the location service accelerometer and touch how to make your apps location aware using GPS data how to utilize the rich media capabilities of the Windows Phone series and much more Finally you ll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace And in this second edition learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser **HTML5**

Game Development from the Ground Up with Construct 2 Roberto Dillon,2014-03-27 Written for the new generation of hobbyists and aspiring game developers HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user friendly HTML5 based game engine Construct 2 to develop and release polished two dimensional games on a multitude of different platforms The book also covers the foundational knowledge of game analysis

and design based on the author's research and teaching experiences at DigiPen Institute of Technology James Cook University and other institutions The author first helps you understand what really matters in games He guides you in becoming a better game designer from the ground up being able to play any game critically and expressing your ideas in a clear and concise format The book then presents step by step tutorials on designing games It explains how to build an arcade style game as well as a platformer integrating some physics elements It also shows you how to create a more complex puzzle game the author's own published game Turkey on the Run Lastly the book discusses different ways to deploy and monetize games across several platforms including Facebook iOS Android and web based marketplaces Sample Construct 2 project files for the games designed in the book are available on the author's website Integrating hands on guidance with theoretical game design concepts this book gives you a solid foundation in game development It will help you advance in your journey as an indie game developer

Windows Mobile Game Development Adam Dawes, 2010-08-04 This book will provide you with a comprehensive guide to developing games for both the Windows Mobile platform and the Windows Phone using the industry standard programming languages C and VB NET You will be walked through every aspect of developing for the Windows Mobile platform from setting up your development environment for the first time to creating advanced 3D graphics Finally you'll learn how you can make your applications available to others whether distributing for free or selling online Using extensive code samples throughout you'll gather all the information needed to create your own games and distribute them successfully for others to enjoy Aimed primarily at C developers almost everything in the book can be used in VB NET too For those areas where this is not the case workarounds are suggested so that VB NET developers are still able to use the techniques described

The Indie Game Developer Handbook Richard Hill-Whittall, 2015-02-11 The indie game developer's complete guide to running a studio The climate for the games industry has never been hotter and this is only set to continue as the marketplace for tablets consoles and phones grow Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue As the market size increases so does the number of people developing and looking to develop their own app or game to publish The Indie Game Developer Handbook covers every aspect of running a game development studio from the initial creation of the game through to completion release and beyond Accessible and complete guide to many aspects of running a game development studio from funding and development through QA publishing marketing and more Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest approachable and easy to understand way Case studies interviews from other studies and industry professionals grant an first hand look into the world of indie game development

ASP.NET MVC 4 Recipes John Ciliberti, 2013-04-01 ASP NET MVC 4 Recipes is a practical guide for developers creating modern web applications cutting through the complexities of ASP NET jQuery Knockout.js and HTML 5 to provide straightforward solutions to common web development problems using proven methods based on best practices The problem solution

approach gets you in out and back to work quickly while deepening your understanding of the underlying platform and how to develop with it Author John Ciliberti guides you through the framework and development tools presenting typical challenges along with code solutions and clear concise explanations to accelerate application development Inside you will find recipes dealing with streamlined syntax full control over HTML a simple API for creating RESTful web services writing support for test driven development and more Solve problems immediately by pasting in code from the recipes or put multiple recipe solutions together to overcome challenging development obstacles Dive head first into ASP NET MVC web development with ASP NET MVC 4 Recipes Game Development Tool Essentials Paula Berinstein,Remi Arnaud,Alessandro Ardolino,Simon Franco,Adrien Herubel,John McCutchan,Nicusor Nedelcu,Benjamin Nitschke,Don Olmstead,Fabrice Robinet,Christian Ronchi,Rita Turkowski,Robert Walter,Gustavo Samour,2014-06-14 Game Development Tool Essentials provides must have tips and tricks from industry professionals for strengthening and streamlining your game tools pipeline Everyone knows the game tools pipeline is important but in the current environment of shrinking budgets and increased time pressure developers often have to settle for inefficient ad hoc messy pipelines This unique book will break you out of that cycle The practical expert insights contained within will enable you to work faster and more efficiently so you can spend more time making cool things Game Development Tool Essentials pools the knowledge and experience of working developers over four critical aspects of the game tools pipeline asset and data management geometry and models Web tools and programming Within those sections you will learn cutting edge techniques on essential subjects such as COLLADA rendering exporting and workflow asset management and compiler architecture and moving tools to the cloud If you re a game developer you need Game Development Tool Essentials Covers readily available tools and tools developers can build themselves Presents 96 code samples 81 illustrations and end of chapter references Special chapter on moving tools to the cloud *No-Code Video Game Development Using Unity and Playmaker* Michael Kelley,2016-07-06 In the past not being able to program meant not being able to make video games Now if you can draw a flow chart you can use powerful State Machine technology to create your dream game No Code Video Game Development using Unity and Playmaker will teach you how to substitute flow charts for code As a complete course it uses a project based appro **C# 7.0 in a Nutshell** Joseph Albahari,Ben Albahari,2017-10-11 When you have questions about C 7 0 or the NET CLR and its core Framework assemblies this bestselling guide has the answers you need Since its debut in 2000 C has become a language of unusual flexibility and breadth but its continual growth means there s always more to learn Organized around concepts and use cases this updated edition provides intermediate and advanced programmers with a concise map of C and NET knowledge Dive in and discover why this Nutshell guide is considered the definitive reference on C Get up to speed on the C language from the basics of syntax and variables to advanced topics such as pointers operator overloading and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony advanced threading and parallel programming

Work with NET features including XML regular expressions networking serialization reflection application domains and security Delve into Roslyn the modular C# 7.0 compiler as a service

Learning Cocos2d-x Game Development Siddharth Shekar, 2014-09-23 If you are a hobbyist novice game developer or programmer who wants to learn about developing games apps using Cocos2d-x this book is ideal for you

Holistic Mobile Game Development with Unity Penny de Byl, 2014-07-11 Holistic Mobile Game Development with Unity An All In One Guide to Implementing Mechanics Art Design and Programming for iOS and Android Games Master mobile game design and development in this all in one guide to creating iOS and Android games in the cutting edge game engine Unity By using Penny de Byl's holistic method you will learn about the principles of art design and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry In addition hands on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store Over 70 practical step by step exercises recreating the game mechanics of contemporary mobile games including Angry Birds Temple Run Year Walk Minecraft Curiosity Cube Fruit Ninja and more Design principles art and programming in unison the one stop shop for indie developers requiring interdisciplinary skills in their small teams An introduction to essential two and three dimensional mathematics geometry and physics concepts A portfolio of royalty free reusable game mechanics and assets Accompanying website www.holistic3d.com features project source code instructional videos art assets author blog and teaching resources Challenge questions and lesson plans are available online for an enhanced learning experience

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Microsoft Visual Basic 2013 Step by Step Michael Halvorson, 2013-11-15 Your hands on guide to Visual Basic fundamentals Expand your expertise and teach yourself the fundamentals of Microsoft Visual Basic 2013 If you have previous programming experience but are new to Visual Basic 2013 this tutorial delivers the step by step guidance and coding exercises you need to master core topics and techniques Discover how to Master essential Visual Basic programming techniques Begin building apps for Windows Store Windows Phone 8 and ASP NET Design apps using XAML markup touch input and live tiles Tackle advanced language concepts such as polymorphism Manage data sources including XML documents and web data Create a Windows Phone 8 app that manages key lifecycle events

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