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With masses of example code and fully working games for you to download and run straight away Windows 8 and Windows Phone 8

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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.

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Development is a practical, hands-on guide that will show you how to create a 3D game for the Windows Phone 8 platform. From setting up the environment to publishing your

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game, you will first learn how to
implement 3D and 2D graphics with
Direct3D, XAML, C++, and C#.

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through all of the stages required to develop your own games using C# and MonoGame (an open-source replacement for XNA) using either the free Express or the full versions of Visual Studio 2012. You'll be guided from setting up your development environment through to a range of

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different 2D and 3D graphics
techniques, sound and music, user
input options and more.

adamdawes.com - Windows 8 and
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Development

The book "Windows Phone 8 Game

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Development" is a step by step guide for the beginner who wants to create his first video game on the Windows Phone 8 platform. The author begins by showing the installation and configuration of the development tools, and continue with the game design and user interface.

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Windows 8 and Windows Phone 8

Game Development is aimed at those with an existing background in programming and knowledge of the C# programming language. No prior

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knowledge is required of
programming for Windows 8 or
Windows Phone 8, XNA or
MonoGame, or games-programming
in general.

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Game Development [Book]

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Windows 8 and Windows Phone 8
Game Development gives you
everything you need to maximize
your creativity and produce fantastic
games that will run on any Windows 8
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Support for C++ has been added in

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Windows Phone 8. On Windows
Phone 7, apps could only be
developed using Silverlight or XNA. It
didn't prevent developers to publish
thousands of games, including
mainstream titles like Plants vs
Zombies or Angry Birds. Therefore, I
believe it's safe to conclude that

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game development is indeed possible
in C#.

C# Game Development for Windows
Phone 8? - Stack Overflow

The Windows Phone SDK 8.0 is a full-
featured development environment
to use for building apps and games

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Development for Windows Phone 8.0 and Windows Phone 7.5. The Windows Phone SDK provides a stand-alone Visual Studio Express 2012 edition for Windows Phone or works as an add-in to Visual Studio 2012 Professional, Premium or Ultimate editions.

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development. Ask Question Asked 7
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month ago. Viewed 2k times 0. I'm
installing the SDK for WP8 now and
have a few questions. XNA seems to

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be supported but only in a legacy mode. ... Windows Phone 8 development. 1. Calling a C# method from C++ in Windows Phone 8 (for real) 1.

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development - Stack Overflow

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The book "Windows Phone 8 Game in Development" is a step by step guide for the beginner who wants to create his first video game on the Windows Phone 8 platform. The author begins by showing the installation and configuration of the development tools, and continue with the game

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Development user interface. **Marco Marcin**

Amazon.com: Customer reviews:

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Development

Written as a practical Packt tutorial,
this essential reference will show you
how to develop engaging games on

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the Windows Phone 8 platform. The book is dedicated to the beginners in 3D game development that want to learn how to create their first game for the Windows Phone 8 platform.

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11:22AM ... The only C++ it uses on
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component to make up for the
missing LoadLibrary call, which ...

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- social.msdn.microsoft.com

The book is dedicated to the beginners in a field of game development and the Windows Phone 8 platform who want to create their first game! No prior experience regarding 2D and 3D games

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development, the mobile platform, as well as XAML and Direct3D technologies, is necessary.

Windows Phone 8 Game
Development eBook by Marcin Jamro

...

Adam teaches you how to create

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games for Windows Phone 8 and Windows 8 RT devices, using the MonoGame framework. MonoGame is an open source implementation of Microsoft's now retired XNA framework. And it rocks! When you learn how to make games for WP8 and Win8, you'll have a solid

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foundation for easily porting games
to Android and iOS devices, too.

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