



## Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours

By Jonathan S. Harbour

Pearson Education (US), United States, 2011. Paperback. Book Condition: New. 228 x 174 mm. Language: English . Brand New Book. In just 24 sessions of one hour or less, you ll learn how to build high performance games for Windows Phone 7 with Microsoft s free XNA 4.0 toolset. Using this book s straightforward, step-by-step approach, you ll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You ll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you ve already learned, culminating in the construction of a complete game-and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to.\* Develop fast,...



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