



Professional Windows Phone 7 Game Development: Creating Games using XNA Game Studio 4

Chris G. Williams, George W. Clingerman

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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 away. * Serves as a comprehensive reference on Windows Phone 7 game development with XNA Game Studio 4 * Includes real-world examples and anecdotes, making this book a popular choice for those taking their first steps into the game development industry * Demonstrates how to program for device orientation, incorporate Touch Input, add music to a game, work with 3D, and take your game to the marketplace Put your game face on and start designing games for Windows Phone 7 with Professional Windows Phone 7 Game Development!

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