



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

*Jonathan Harbour*

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

Now, there's a practical, hands-on guide to mastering game development for Windows Phone 7 with Visual C# 2010 and XNA Game Studio 4.0. One step at a time, this book teaches all facets of mobile game development, from design through publishing via Microsoft's Marketplace. Top game development author Jonathan S. Harbour starts with the absolute basics, making Windows Phone game development accessible even to programmers who've never written a game before. Then, one step at a time, he shows how to use Microsoft's free XNA toolset to design and construct high-performance, highly-playable games for the newest Windows Phone 7 devices. Friendly, accessible, and conversational, this book delivers a practical grounding in Windows Phone 7 game development without ever becoming overwhelming or intimidating. Each lesson builds on everything that's come before, helping readers learn core techniques from the ground up. Readers learn key concepts, syntax, and techniques through short, practical examples that reflect the realities of modern mobile game development.

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