



Learn 2D Game Development with C#: For iOS, Android, Windows Phone, Playstation Mobile and More

By Kelvin Sung, Jack Keng-Wei Chang, Robert Zhu, Jebediah Pavleas

APress. Paperback. Book Condition: new. BRAND NEW, Learn 2D Game Development with C#: For iOS, Android, Windows Phone, Playstation Mobile and More, Kelvin Sung, Jack Keng-Wei Chang, Robert Zhu, Jebediah Pavleas, 2D games are hugely popular across a wide range of platforms and the ideal place to start if you're new to game development. With Learn 2D Game Development with C#, you'll learn your way around the universal building blocks of game development, and how to put them together to create a real working game. C# is increasingly becoming the language of choice for new game developers. Productive and easier to learn than C++, C# lets you get your games working quickly and safely without worrying about tricky low-level details like memory management. This book uses MonoGame, an open source framework that's powerful, free to use and easy to handle, to further reduce low-level details, meaning you can concentrate on the most interesting and universal aspects of a game development: frame, camera, objects and particles, sprites, and the logic and simple physics that determines how they interact. In each chapter, you'll explore one of these key elements of game development in the context of a working game, learn how to...



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