



# Learning Windows 8 Game Development

*Michael Quandt*

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## **Learning Windows 8 Game Development** Michael Quandt

Windows 8 brings touchscreens to the tablet and PC. This book will show you how to develop games for both by following clear, hands-on examples. Takes your C++ skills into exciting areas of 3D development.

### **Overview**

- Use cutting-edge technologies like DirectX to make awesome games
- Discover tools that will make game development easier
- Bring your game to the latest touch-enabled PCs and tablets

### **In Detail**

With the recent success of a lot of smaller games, game development is quickly becoming a great field to get in to. Mobile and PC games are on the rise, and having a way to create a game for all types of devices without rewriting everything is a huge benefit for the new Windows 8 operating system. In this book, you will learn how to use cutting-edge technologies like DirectX and tools that will make creating a game easy. This book also allows you to make money by selling your games to the world.

Learning Windows 8 Game Development teaches you how to create exciting games for tablets and PC on the Windows 8 platform. Make a game, learn the techniques, and use them to make the games you want to play. Learn about graphics, multiplayer options, how to use the Proximity + Socket APIs to add local multiplayer, how to sell the game outright, and In-App Purchases.

Learning Windows 8 Game Development guides you from the start of your journey all the way to developing games for Windows by showing you how to develop a game from scratch and sell it in the store. With Learning Windows 8 Game Development, you will learn how to write the code required to set everything up, get some graphics on screen, and then jump into the fun part of adding gameplay to turn a graphics sample into a proper game. From there, you'll look at how to add awesome features to your game like networking, motion controls, and even take advantage of new Windows 8 features like live tiles and sharing to make your players want to challenge their friends and keep playing.

This book wraps up by covering the only way a good game can finish development: by shipping the game on the Windows Store. You'll look at the things to remember to make certification painless and some great tips on how to market and sell your game to the public.

### **What you will learn from this book**

- Render sprites in 2D
- Use touch, gamepad, mouse, and keyboard input to control the game
- Learn the techniques to add multiplayer to your game
- Add competition with accessible Windows 8 features
- Use motion sensors and GPS to add unique gameplay
- Master techniques to maximise your Windows Store effectiveness
- Learn tips and tricks to pass store certification
- Kick-start the next stage of gaming with 3D rendering

## Approach

A standard practical tutorial running people through Windows 8 RT with a specific focus on game development is the approach chosen here. This type of approach will more likely appeal to an audience that is in need of a structured guide that they can emulate and learn from, unlike the usual reference text available in the market.

## Who this book is written for

Learning Windows 8 Game Development is for any developer looking to branch out and make some games. It's assumed that you will have an understanding of C++ and programming. If you want to program a game, this book is for you, as it will provide a great overview of Direct3D and Windows 8 game development and will kick-start your journey into 3D development.

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