

Chapter 1, Getting Started



The image shows a Windows-style dialog box titled "Windows Phone Developer Registration". The dialog has a blue header bar with a close button (X) in the top right corner. Below the header, the title "Developer Phone Registration" is displayed on the left, and the Windows Phone logo is on the right. The main content area contains a paragraph of text explaining the tool's purpose and providing a URL. Below the text are two input fields: "Windows Live ID:" and "Password:". A status message is centered below the input fields, and a "Register" button is located in the bottom right corner.

Windows Phone Developer Registration

Developer Phone Registration

Windows Phone

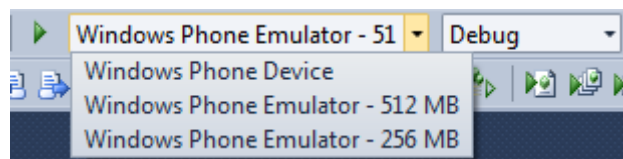
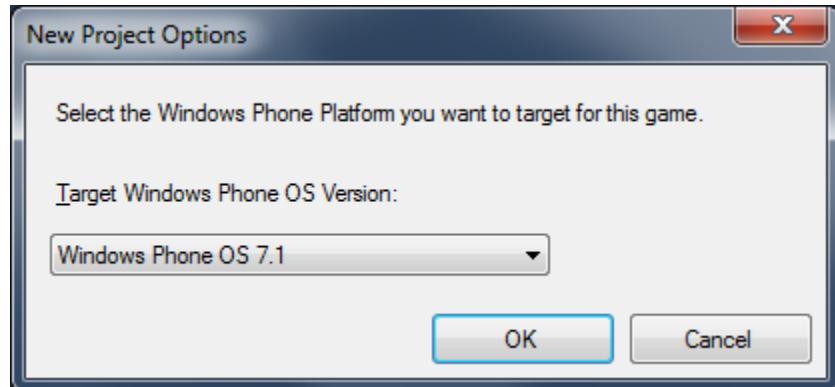
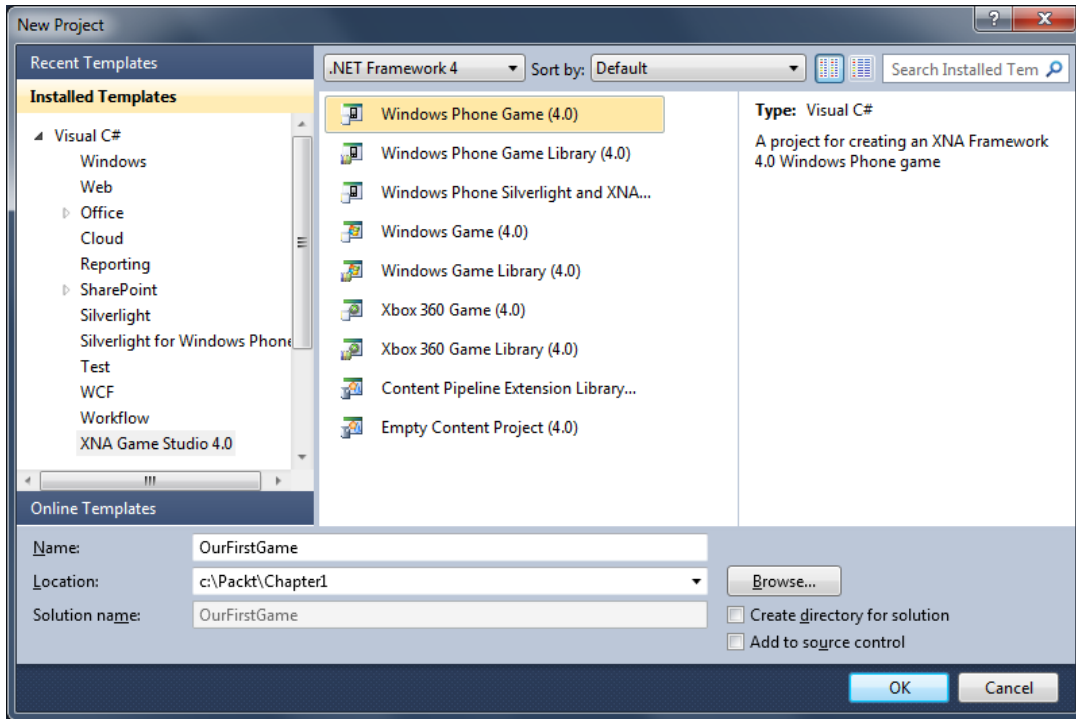
This tool allows you to register your Windows Phone for use in development and debugging of Windows Phone applications. Before using this tool you must have a current account on the App Hub. Please visit <http://create.msdn.com> for more information. Please enter the Windows Live ID you use with the Windows Phone App Hub.

Windows Live ID:

Password:

Status: Phone ready. Please enter your Windows Live ID and password and click "Register" to begin.

Register





Additional Tools

Accelerometer Location Screenshot

X:0 Y:-1 Z:0

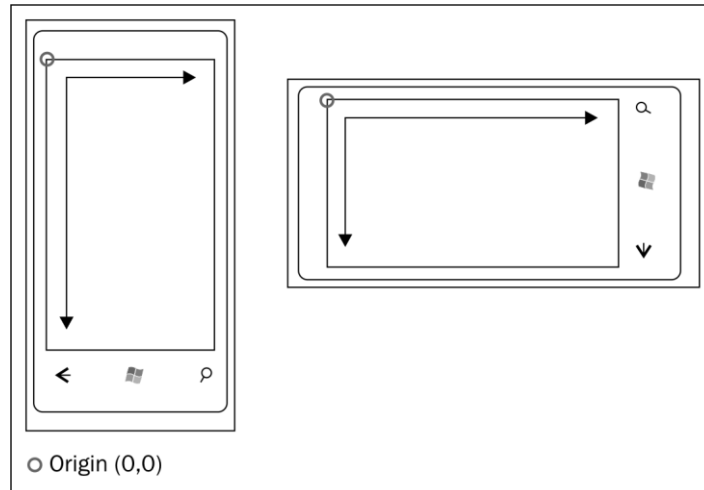
Orientation: Portrait Standing

Recorded Data: Shake

Reset Play

The screenshot shows a software application window titled "Additional Tools". It has three tabs: "Accelerometer", "Location", and "Screenshot". The "Accelerometer" tab is active. In the center, there is a virtual smartphone with a Windows-style interface. Below the phone, the coordinates "X:0 Y:-1 Z:0" are displayed. At the bottom, there are two sections: "Orientation" with a dropdown menu set to "Portrait Standing" and a "Reset" button; and "Recorded Data" with a dropdown menu set to "Shake" and a "Play" button.

Chapter 2, 2D Graphics



Properties	
Hero.png File Properties	
Asset Name	Hero
Build Action	Compile
Content Importer	Texture - XNA Framework
Content Processor	Texture - XNA Framework
Copy to Output Directory	Do not copy
File Name	Hero.png
Full Path	C:\Packt\Chapter2Demo\Ch...



```
namespace Chapter2Demo
{
    public class RenderContext
    {
        public SpriteBatch SpriteBatch { get; set; }
        public GraphicsDevice GraphicsDevice { get; set; }
        public
    }
}
```

using Microsoft.Xna.Framework.Graphics;

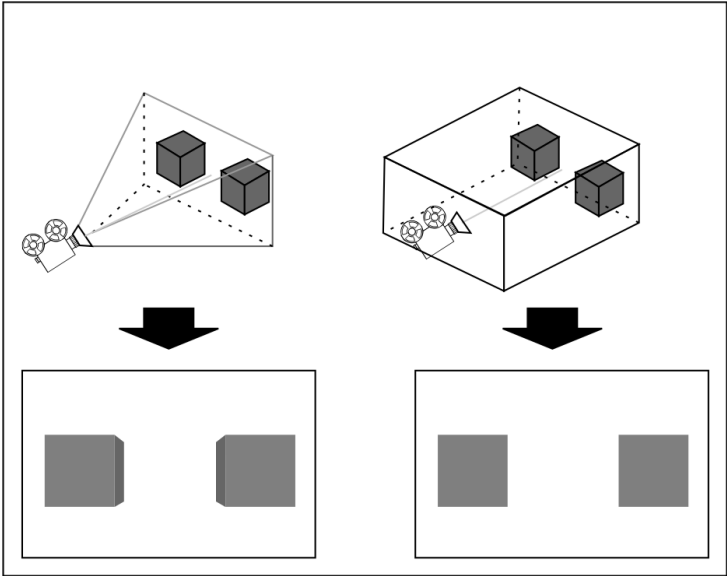
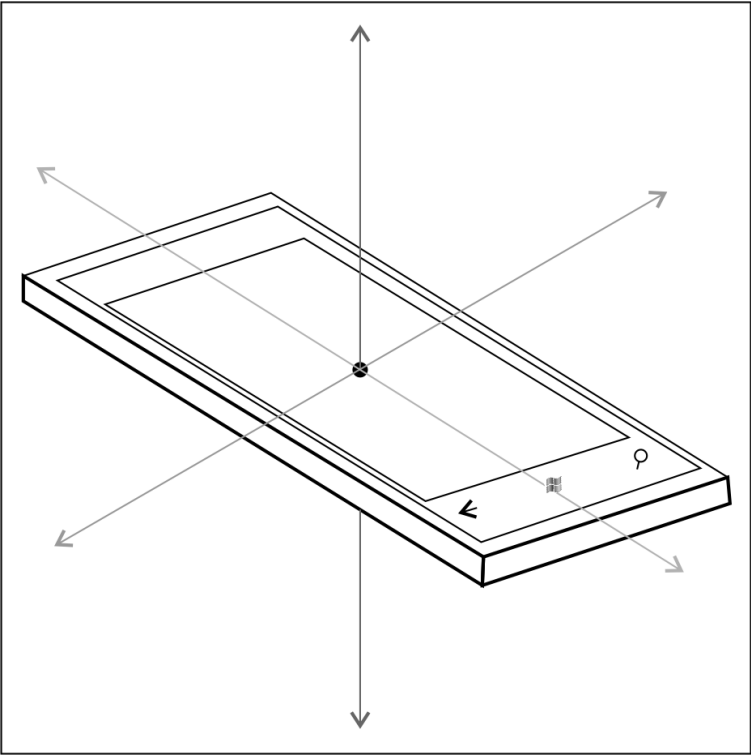
Microsoft.Xna.Framework.Graphics.SpriteBatch

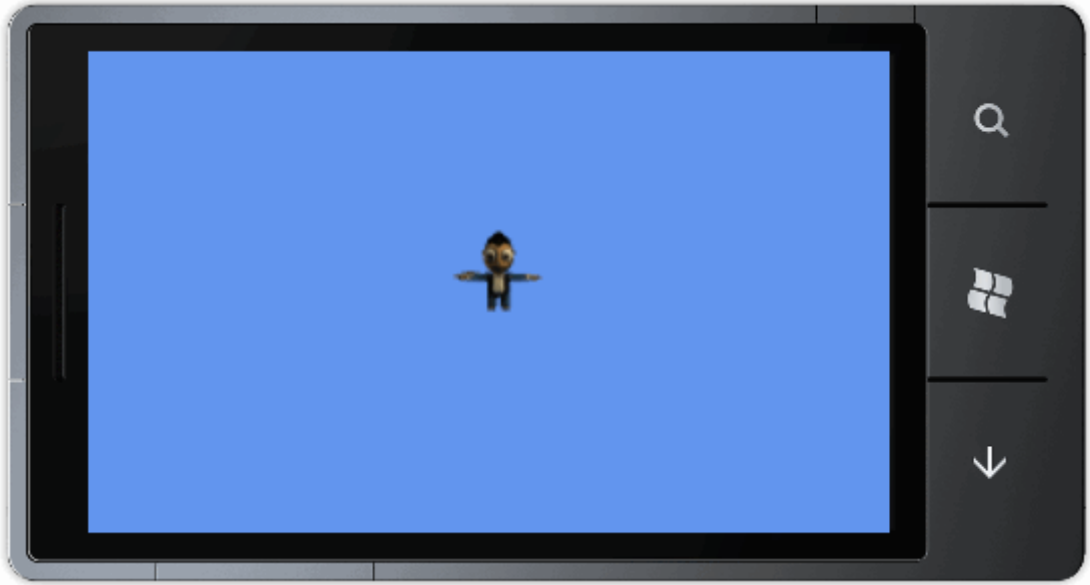
Generate class for 'SpriteBatch'

Generate new type...



Chapter 3, 3D Graphics

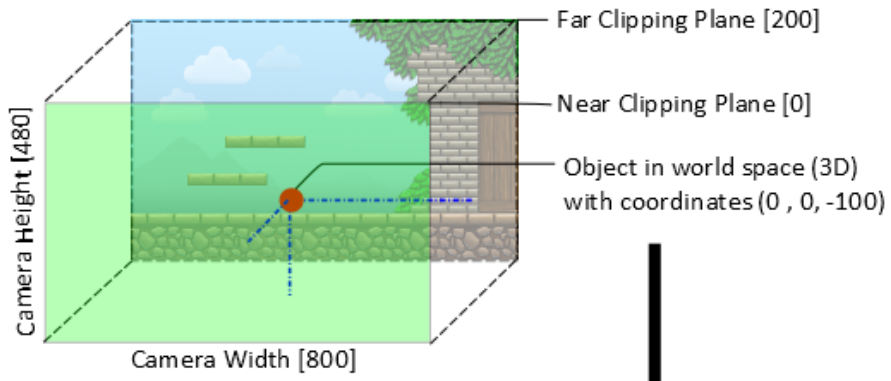






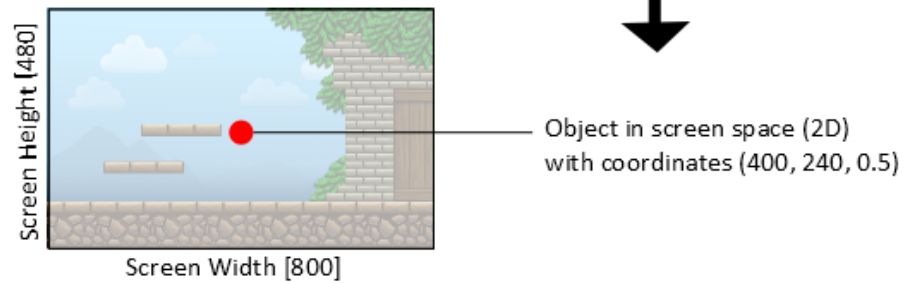
World Space

Orthogonal Projection



PROJECT
Object Coordinate

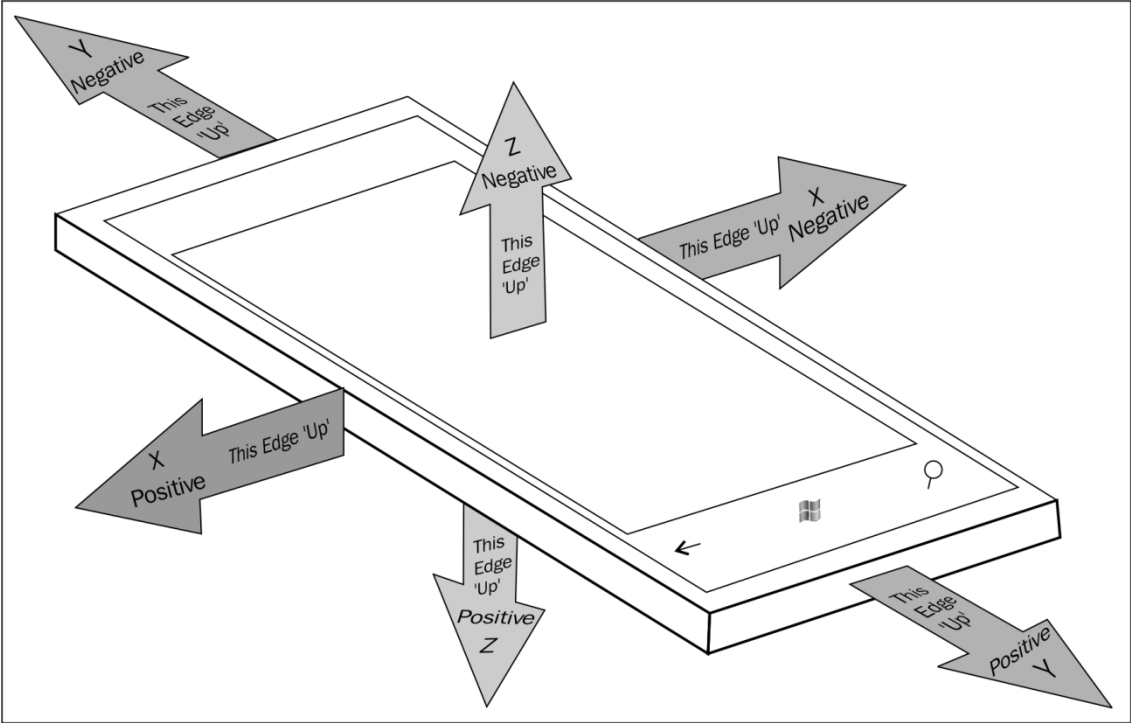
Screen Space



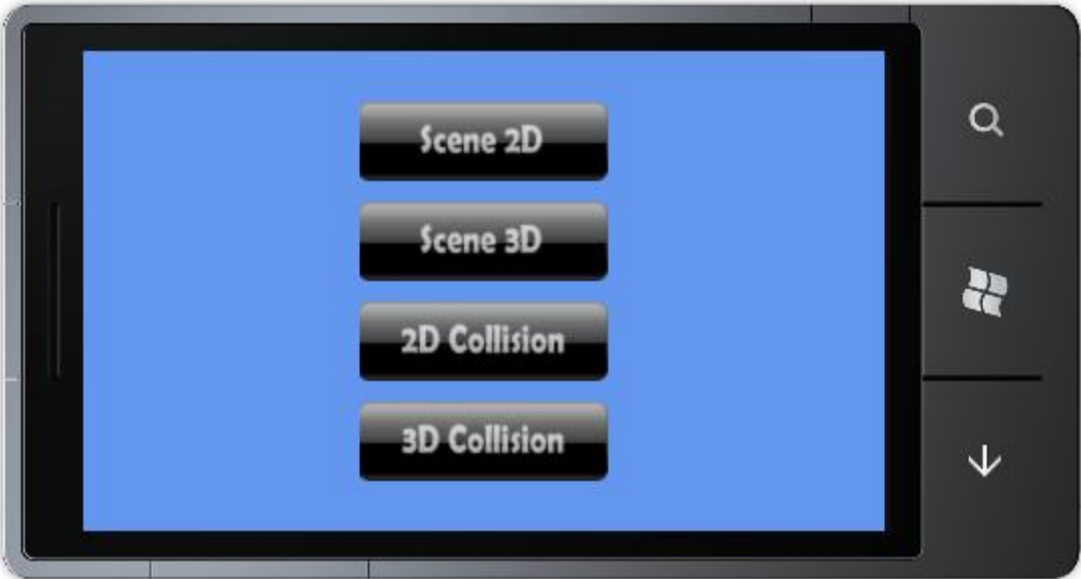
Asset Name	Enemy
Build Action	Compile
Content Importer	X File - XNA Framework
▶ Content Processor	SkinnedModelProcessor
Copy to Output Directory	Copy if newer
File Name	Enemy.x
Full Path	C:\Packt\Design your first mobile



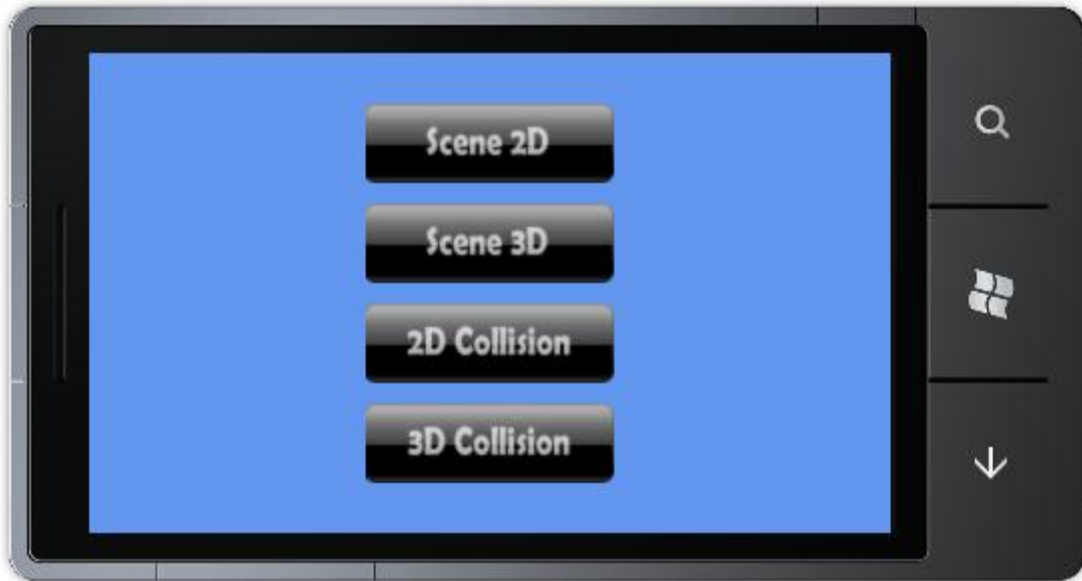
Chapter 4, Input



Chapter 5, Sound



Chapter 6, Building a Basic Framework



Chapter 7, Building a Game



