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BUILDING YOUR FIRST MOBILE GAME USING XNA 4.0



Building your First Mobile Game using XNA 4.0

A fast-paced, hands-on guide to building a 3D game for the Windows Phone 7 platform using XNA 4.0

Brecht Kets Thomas Goussaert [PACKT] enterprise

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- Authored by Kets, Brecht, Goussaert, Thomas
- Released at 2013



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