Category:Games

Welcome to the Games category of the Nokia Developer wiki. Here you will find not only a list of the wiki articles on games development for Nokia phones, but also links to examples of games in Nokia Developer Projects, recordings of presentations about games development, and much more.

Articles

- Getting Started with Games on Nokia Platforms
- How to utilise OpenGL ES 2.0 on Symbian^3 and Maemo

By development framework

- Java ME
- Qt
- Windows Phone
- Symbian C++

Projects

Series 40 games examples

- Sudokumaster, JavaME, multiple resolution support and input methods.
- Battletank, JavaME, sprites, tiled graphics rendering, audio playback and In-App Purchase.
- Drumkit, JavaME, touch input and audio playback.
- Racer, JavaME, sprites, gesture input and audio playback.

Symbian / Meego games examples

- EPONG, Qt, Symbian C++, portable game engine, EGL, OpenGL ES 2.0 rendering, GOOM handling, audio playback and mixing, touch input, vibra, sensors, HDMI 720p output and In-App Purchase.
- Qt GameEnabler Framework, Qt, EGL, OpenGL ES 2.0 rendering, audio playback and mixing and input.
- Quickhit, Qt, QML scripting, sprites and audio playback and In-App Purchase.
- GoatOfTheHill, Qt, OpenGL ES 2.0, audio playback and touch input.
- DJ TurnTable, Qt, QML scripting and audio playback.
- Solitaire, Qt, 2D graphics and SVG rendering.
- QML Box2D, Qt, QML and Box2D physics.
- NFC P2P, Qt, QML, NFC and multiplayer.
- Battleships, Qt, bluetooth and multiplayer.
- Space Blok Qt, Qt, Qt3D, 3D graphics, physics and audio playback.
- Bullet Dice, QtOpenGL, 3D graphics and physics.
- SpriteBatchQt, Portable sprite rendering library that supports OpenVG 1.1, OpenGL ES 1.1/2.0 and QPainter rendering.
- Moto Trial Racer, Qt, sprites, sensors and Box2D physics and In-App Purchase.

Windows Phone games examples

- Angry Monsters, XNA, sprites and Box2D physics and touch input.
- Moto Trial Racer, XNA, sprites, sensors and Box2D physics.
- Solitaire, XNA, sprites and touch input.
- Matchem Poker, XNA, sprites and touch input.
- Space Blok XNA, XNA, 3D graphics, physics and audio playback.

Webinars

Optimising 2D and 3D Games for New Symbian Belle Phones

- Recording
- Presentation

Creating 2D-Graphics-Accelerated Games for the Nokia 500 Phone with Qt

- Recording
- Presentation

Developing In-App Purchase Enabled Games with Qt

(C) Copyright Nokia 2013. All rights reserved.

- Recording
- Presentation

Getting Started with NFC on Qt

- Recording

Developing Games for Series 40 with Java™ Technology

- Recording
- Presentation File:FuturiceS40GamesWebinar.pdf

Developing a Casual Game with Qt Quick

- Recording
- Presentation File:ICSCasualGamesWithQml.pdf

Developing Games for Symbian^3 Devices with Qt

- Recording
- Presentation File:QtGames.pdf

Developing Games for Symbian^3 Devices with Symbian C++

- Recording
- Presentation File:SymbianNativeGames.pdf

Discussion Board

- Games Development Discussion Board

Learning Materials

Nokia Developer landing page for all learing content.

- Mobile Hands-on Labs: learning tutorial with IDE walkthroughs and hands-on exercises for Qt, Web Runtime widgets, Flash Lite, and Mobile Java
- Java ME Games and Graphics Training Course
- Java ME Multimedia Training Course

(C) Copyright Nokia 2013. All rights reserved.

(C) Copyright Nokia 2013. All rights reserved.