Portal:Windows Phone Games Articles

This portal contains community created Windows Phone articles related to Games. See also Category:MonoGame.

Recently Edited

- MonoGame on Windows Phone – A Tutorial on Building Levels for 3D games NEW . . pavan.pareta
- Onscreen Controller for XNA and MonoGame Games NEW . . this_is_ridiculous
- How to build a multi-touch control for Windows Phone NEW . . dan.ardelean
- Getting Started with Unity 3D on Windows Phone . . hamishwillee
- Fullscreen XNA games on Windows Phone 8 devices . . to_pe
- Windows Phone 8 Games - Migrating from XNA to DirectX . . DanColasanti
- MonoGame on Windows Phone 8 Post-Processing Your Game . . Vaishali Rawat
- MonoGame on Windows Phone 8 Lighting and Normal Mapping Your Game . . chintandave_er
- XNA Games On Windows Phone 8 with Monogame . . Vitor Pombeiro
- Windows Phone 8: Treasure Hunt Application Example using NFC and Nokia Maps API . . jumantyn
- Writing a 3D DirectX maze that's navigable with speech commands . . veektor
- Porting Cocos2d-x Games for Windows Phone 8 . . summeli
- Creating a New Cocos2d-x Project for Windows Phone 8 . . summeli
- Create a multi-player game using NFC, bluetooth, Text to Speech and Speech recognition . . yan_

Most Viewed

- XNA Games On Windows Phone 8 with Monogame
- Windows Phone 8 Games - Migrating from XNA to DirectX
- DirectX on Windows Phone: 2D Game Example using DirectX Toolkit
- Porting Cocos2d-x Games for Windows Phone 8
- Creating a New Cocos2d-x Project for Windows Phone 8
- Getting Started with Unity 3D on Windows Phone
- 2D games using Silverlight - implementing the game loop
- MonoGame on Windows Phone – A Tutorial on Building Levels for 3D games NEW
- Onscreen Controller for XNA and MonoGame Games NEW
- 2D games using Silverlight - Collision detection implementation
- MonoGame on Windows Phone 8 Post-Processing Your Game
- How to build a multi-touch control for Windows Phone NEW
- Snake game in Windows Phone 7
- Silverlight animation with Expression Blend (and no code)

Code Examples

There are 15 Code Example (Articles with downloadable source code packages).

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- 2D games using Silverlight - Collision detection implementation
- 2D games using Silverlight - implementing the game loop

C

- Create a multi-player game using NFC, bluetooth, Text to Speech and Speech recognition

D

- DirectX Developers - DirectX in Windows Phone
- DirectX on Windows Phone: 2D Game Example using DirectX Toolkit

H

- How to build a multi-touch control for Windows Phone
- How to create a Video/Audio/Image and Text based Quiz Game for Windows Phone

M

- MonoGame on Windows Phone 8 Lighting and Normal Mapping Your Game
- MonoGame on Windows Phone 8 Post-Processing Your Game
- MonoGame on Windows Phone – A Tutorial on Building Levels for 3D games

O

- Onscreen Controller for XNA and MonoGame Games

S

- Silverlight animation with Expression Blend (and no code)
- Snake game in Windows Phone 7

W

- Windows Phone 8 Games - Migrating from XNA to DirectX
- Windows Phone 8: Treasure Hunt Application Example using NFC and Nokia Maps API

Articles

There are 8 Articles (without downloadable source code packages.)

C

- Creating a New Cocos2d-x Project for Windows Phone 8
- Creating a simple colour matching game in silverlight for Windows Phone

F

- Fullscreen XNA games on Windows Phone 8 devices

G

- Getting Started with Unity 3D on Windows Phone

P

- Porting Cocos2d-x Games for Windows Phone 8

W

- Windows Phone Native C++ and DirectX - First Direct3D App, setting up Touch and Sensors

W cont.

- Writing a 3D DirectX maze that's navigable with speech commands

X

- XNA Games On Windows Phone 8 with Monogame

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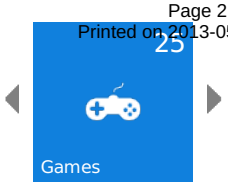

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