



Sviluppare giochi con Unity per il Windows Store e Windows Phone





Lorenzo Barbieri
lorenzo.barbieri@microsoft.com
@_geniodelmale
<http://www.geniodelmale.info>

Grazie a









Sponsor

 aspitalia.com

 DomusDotNet


DotDotNet



 .nethell.it

.net  sland

 DotNet Liguria

 dotnet
L O M B A R D I A

 dotnet
M A R C H E

 DotNetSide



 Italian C++
++it Community

 OrangeDotNet

 sharepointcommunity.it

 UGIdotNET

Visual Basic tips&tricks



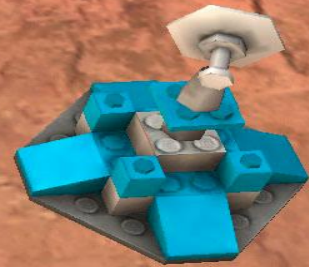
 1nnOva

Bad Piggies



00:03:23

Lego Star Wars: Yoda Chronicles



C-3PO found



19

T+ 1:04:44:31

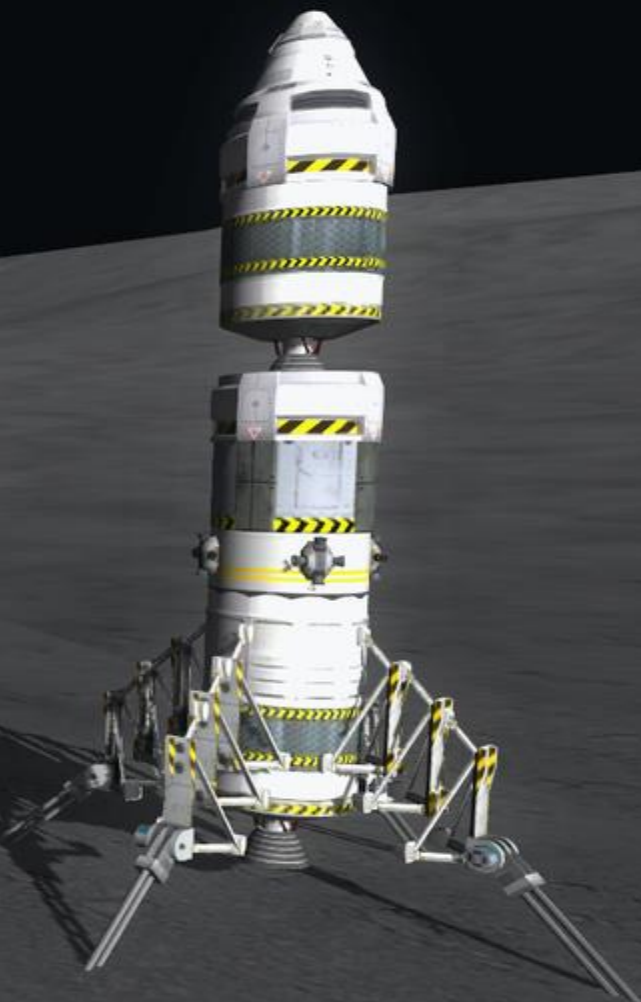
MET



Kerbal Space Program



Lander1
75.7m



Castle Story



Time 01:44

Blood Level 4350ml
Loss Rate 17ml/min

Surgeon Simulator 2013



Kentucky Route Zero



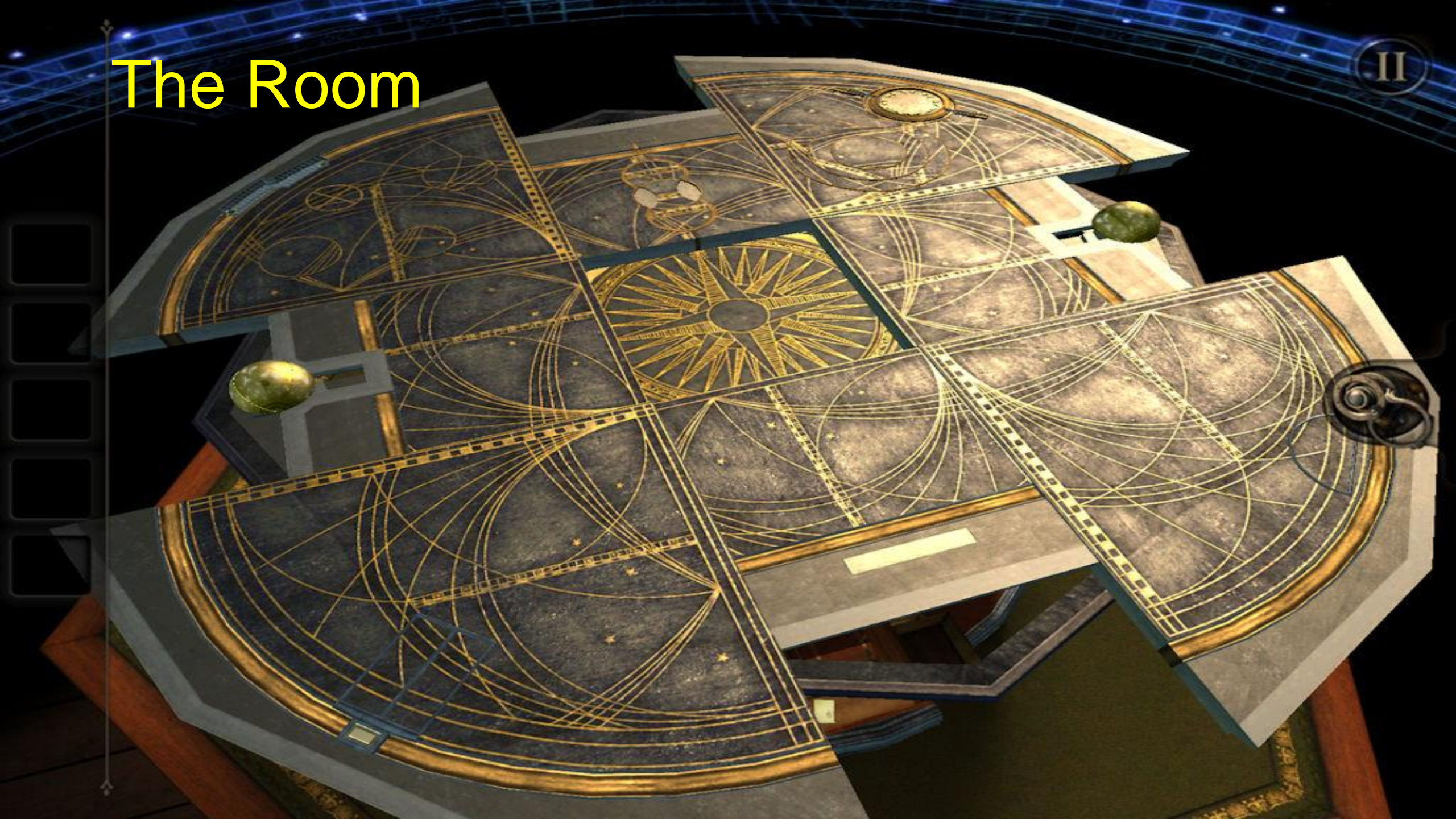
**THE
SUPERNAUTS**

Supernauts



The Room

II



Teslagrad



NASA's Mars Explorer



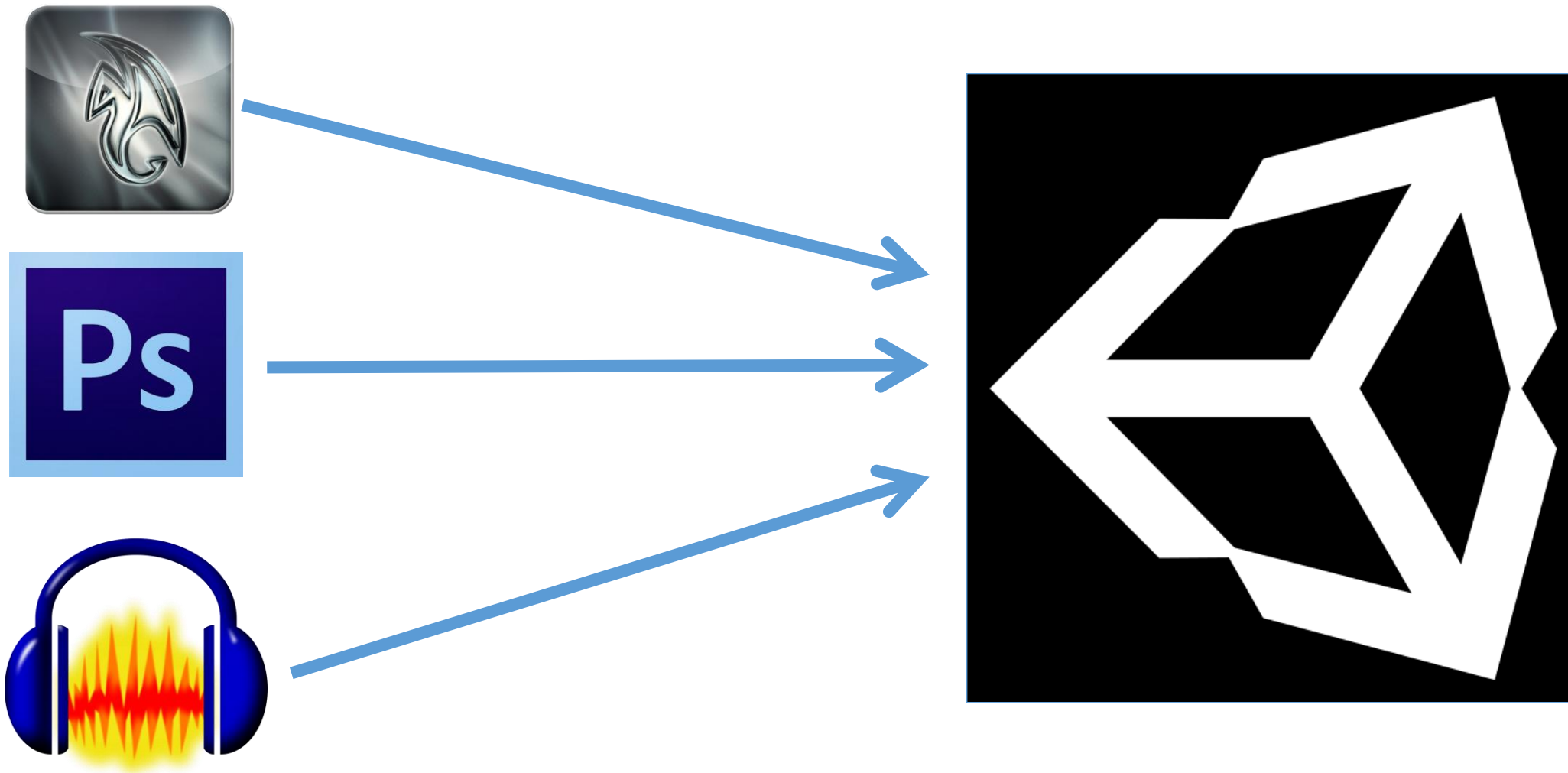
Legend Of The Washer Knight



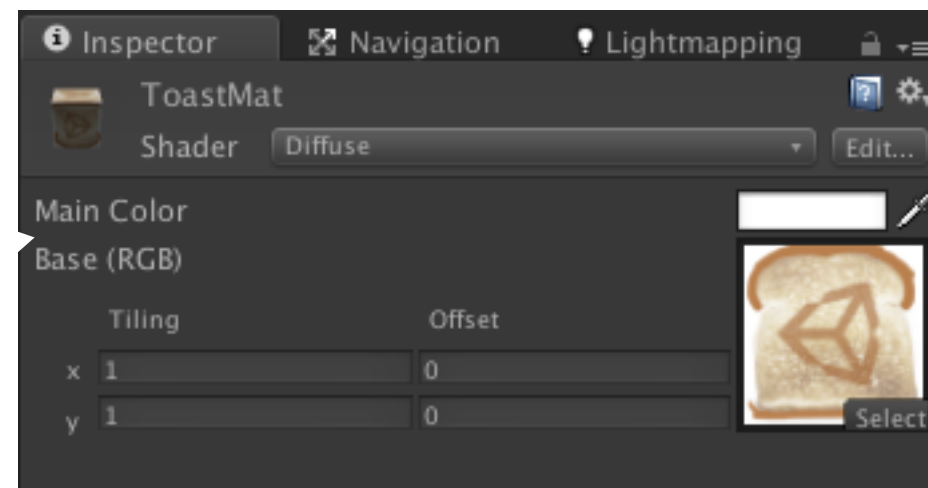
Asset Importing



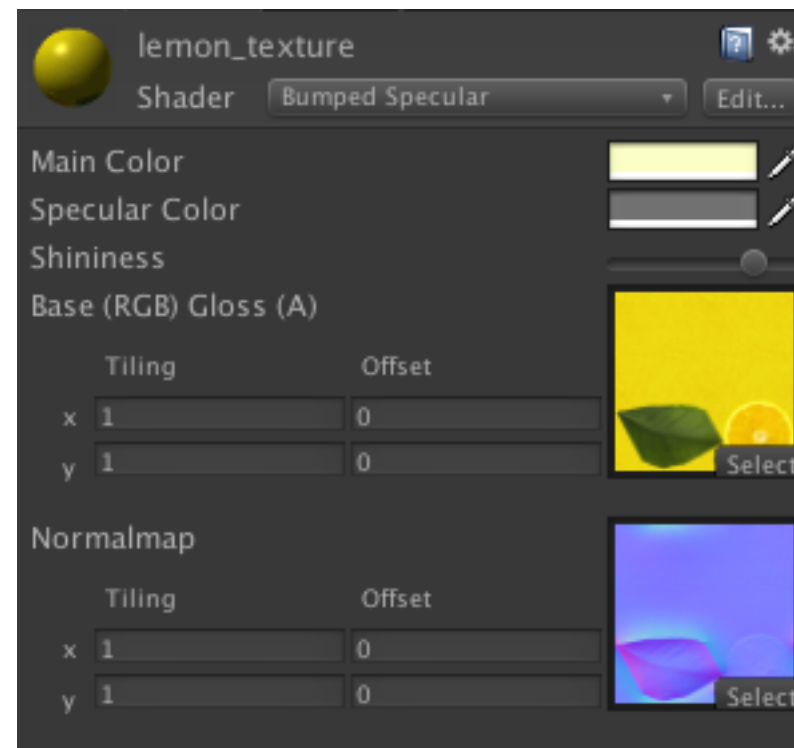
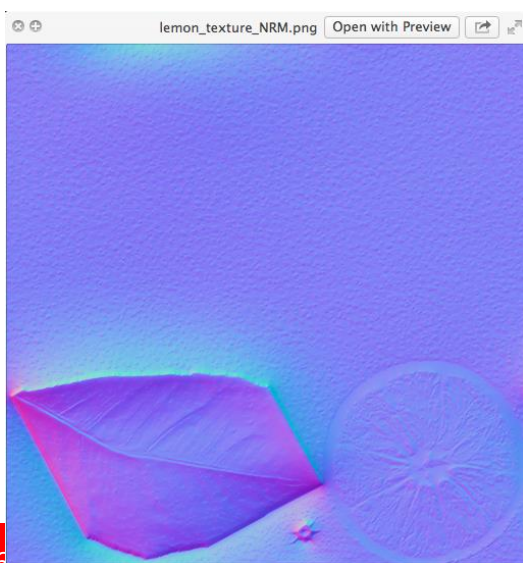
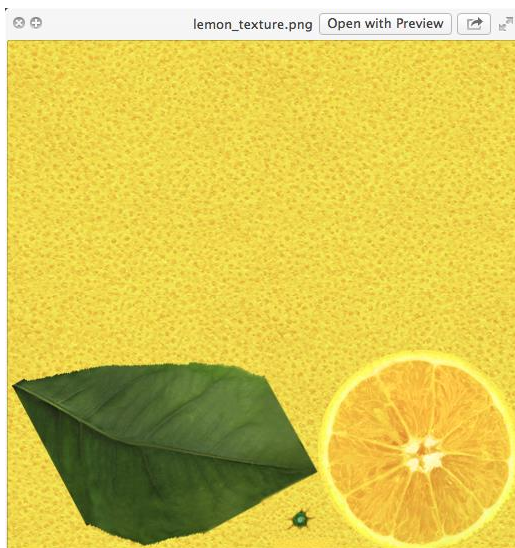
Asset Importing



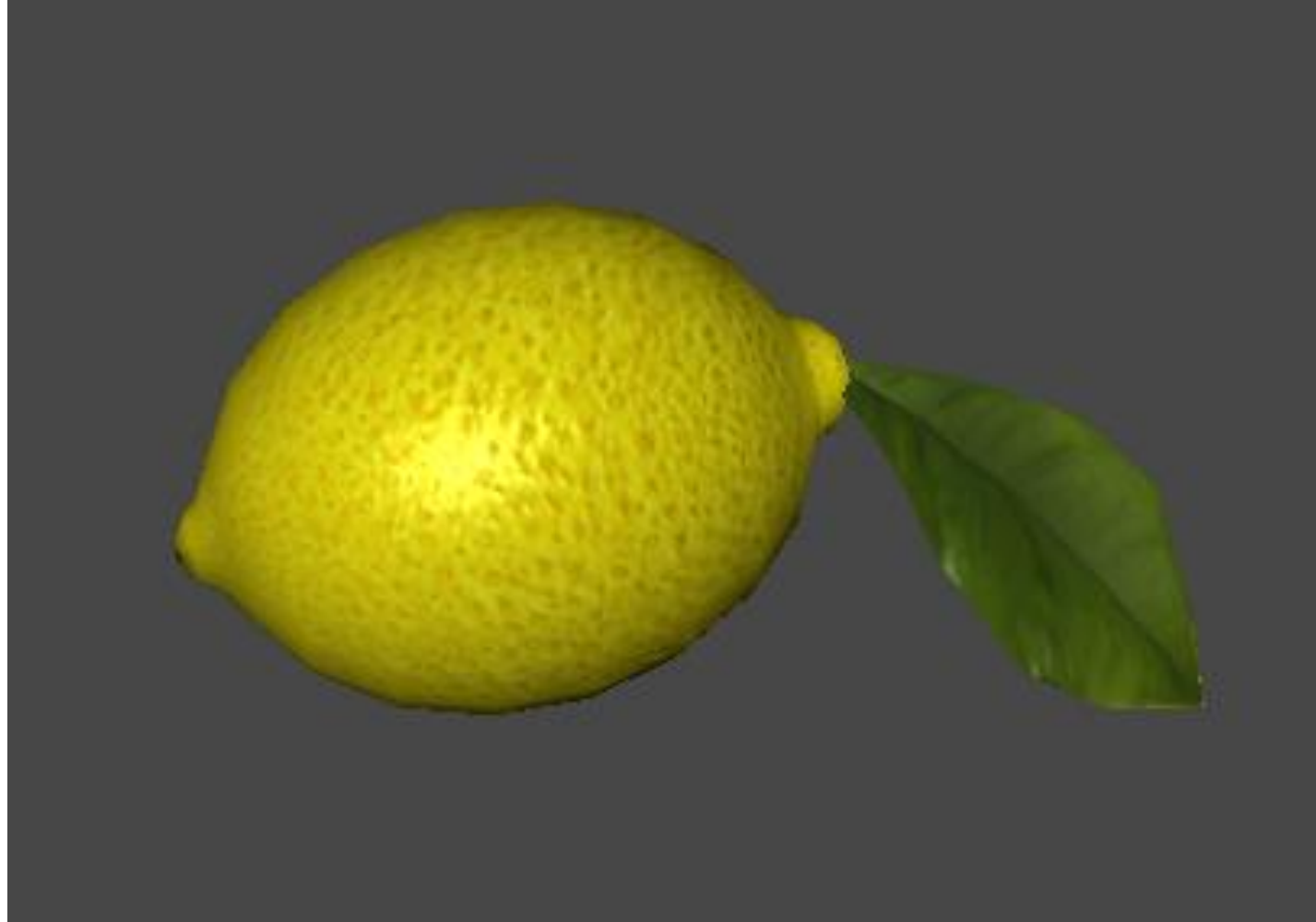
Material Building

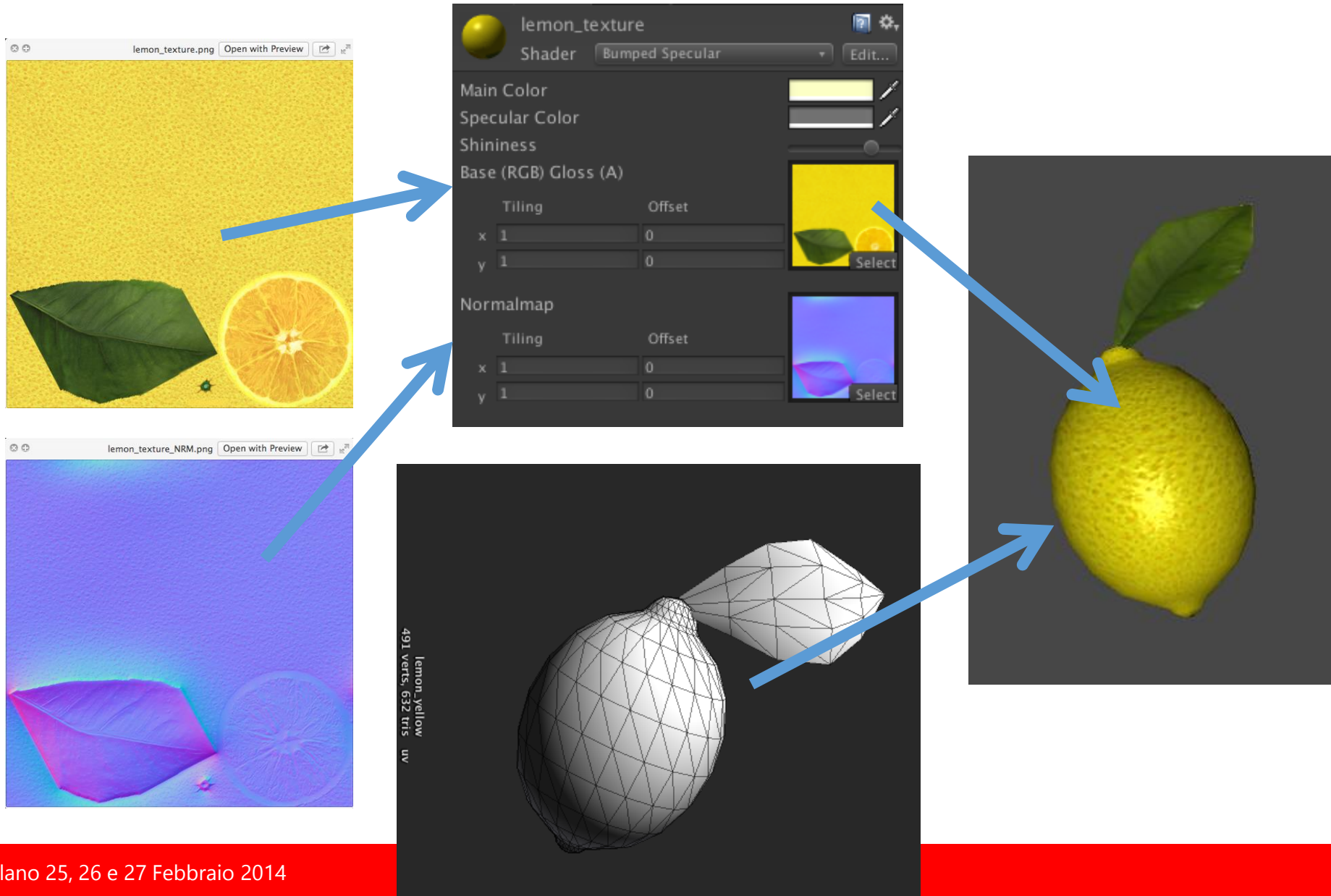


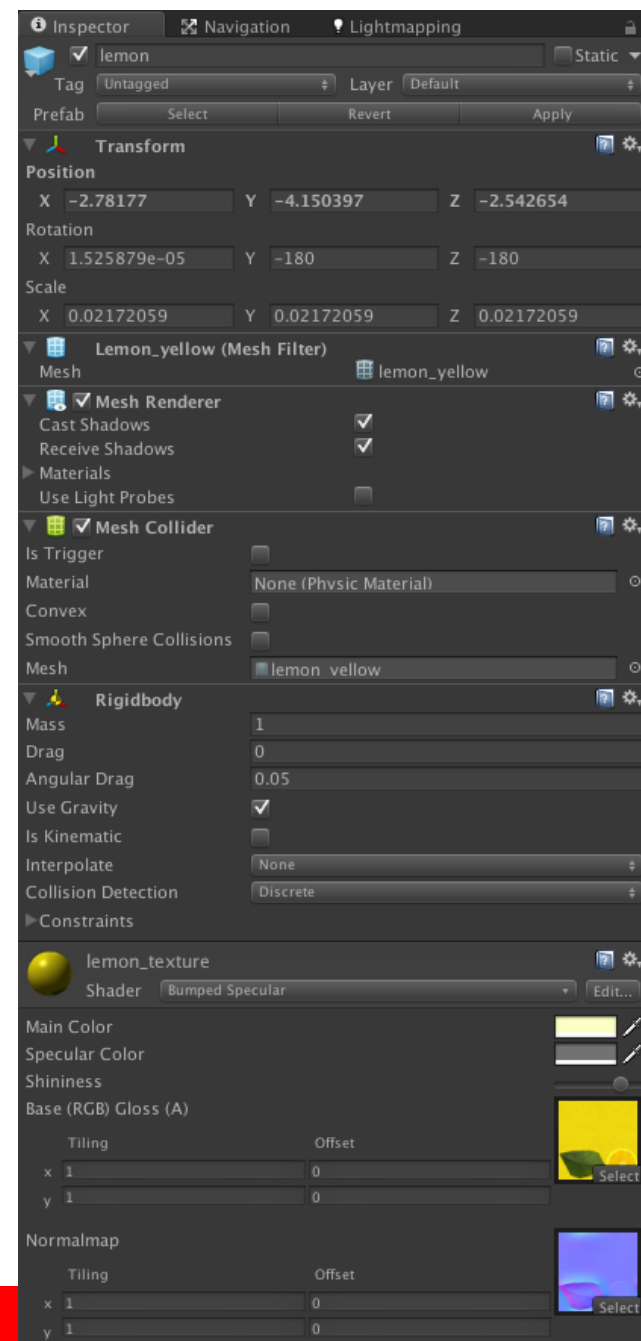
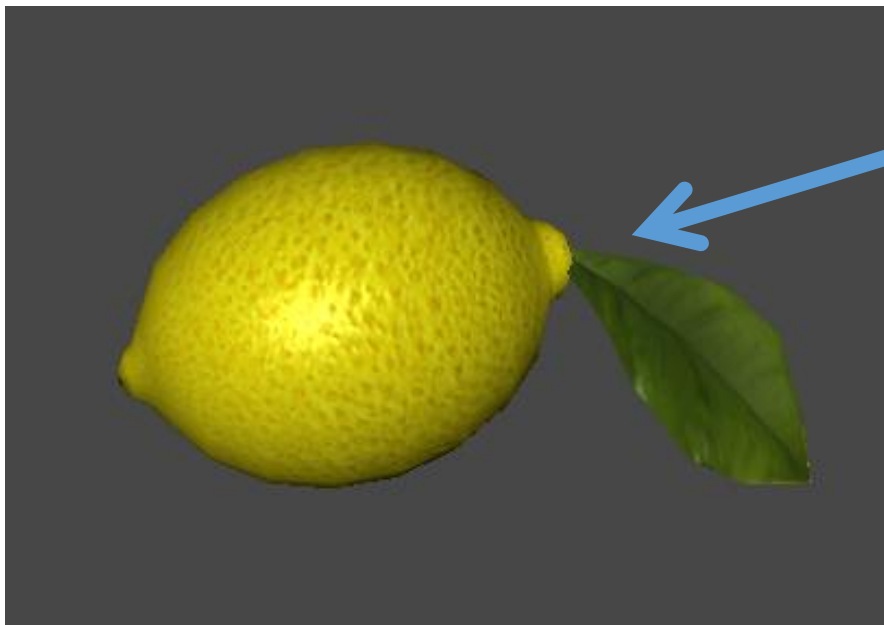
Material Building

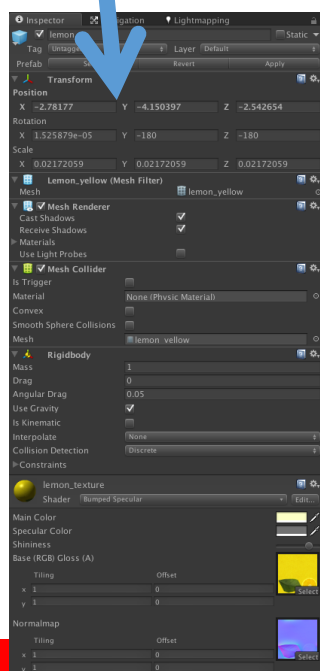
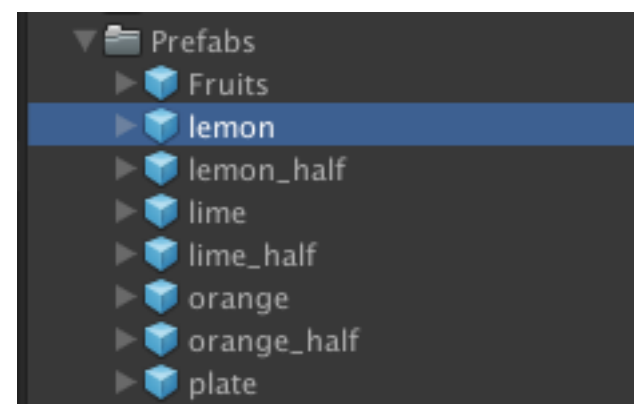
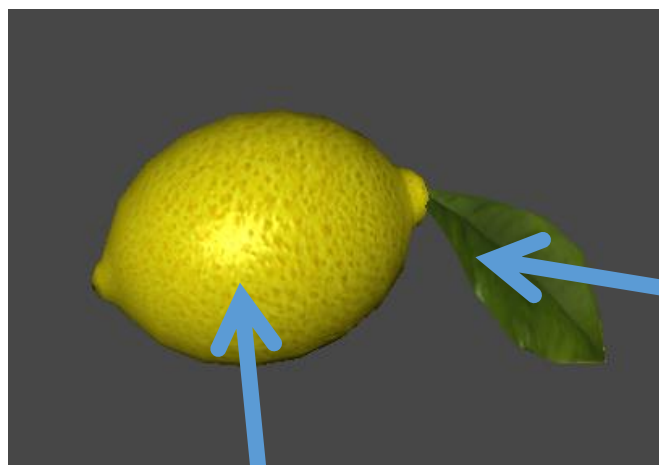


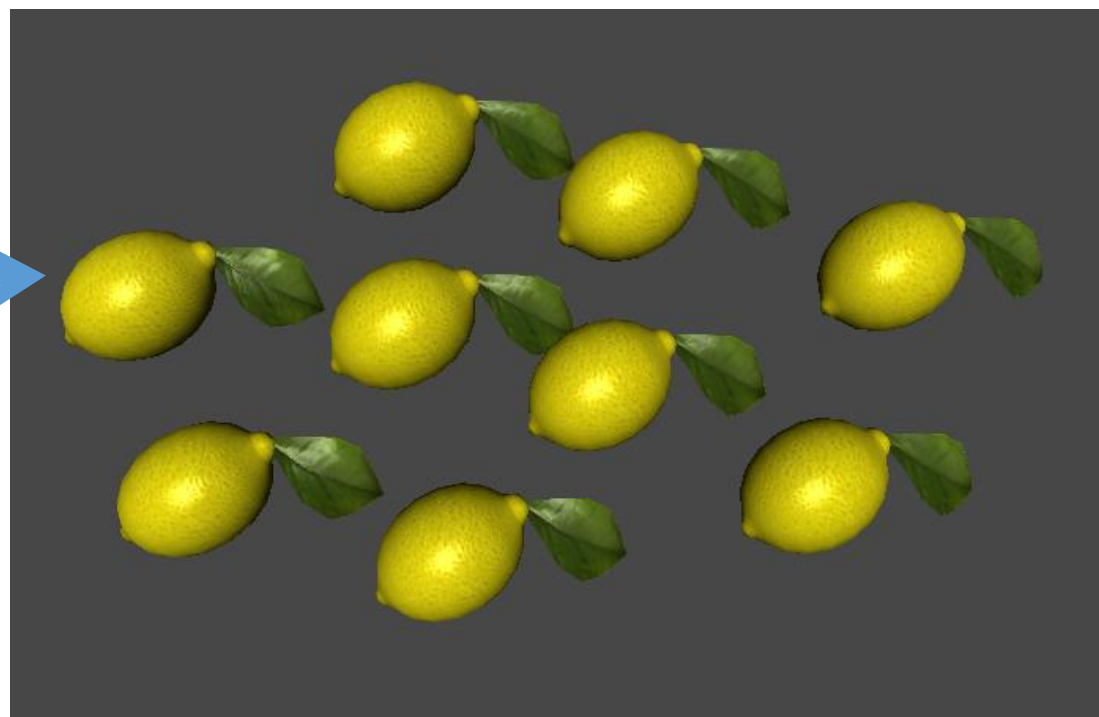
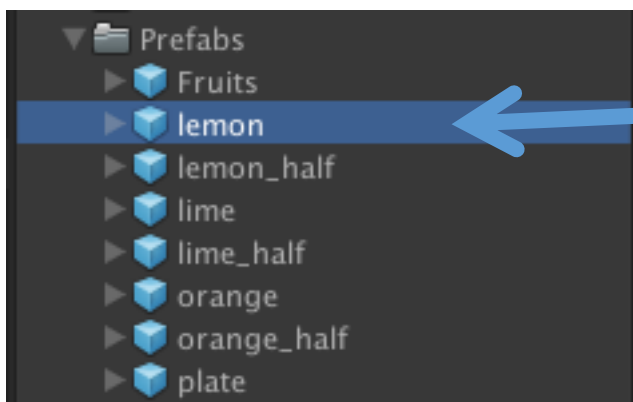
Prefabs











demo

Unity



Unity Day

Milano 24 marzo

www.aka.ms/unitydaymilano

Roma 27 marzo

www.aka.ms/unitydayroma

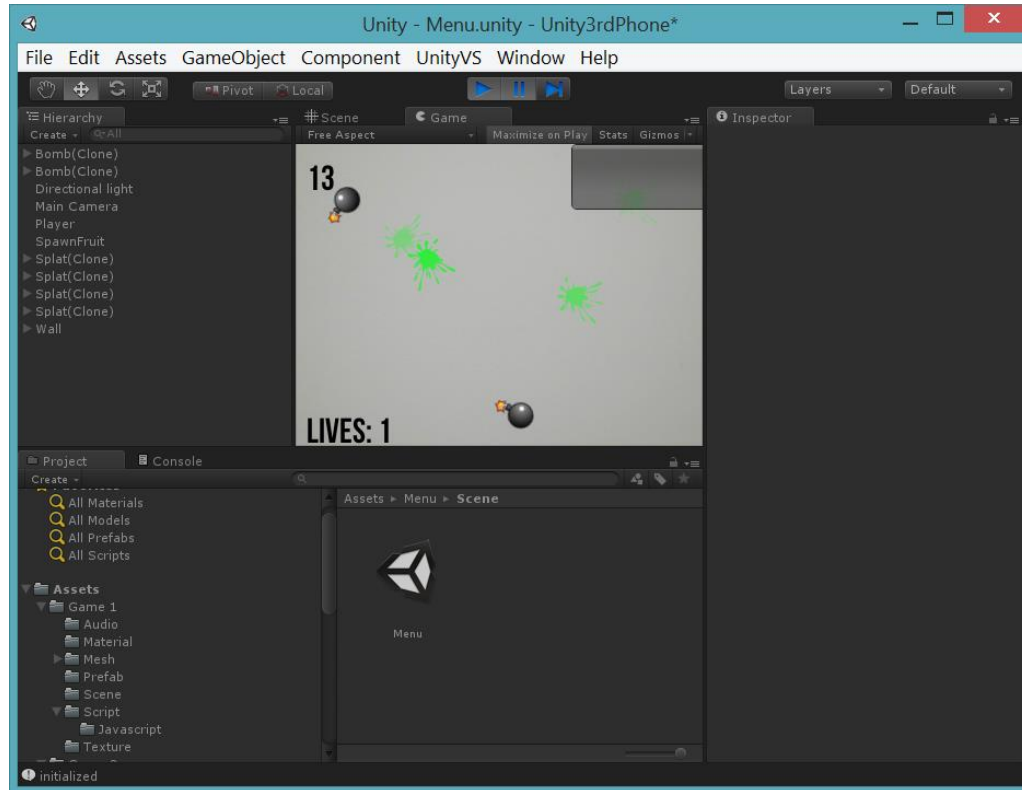
Windows Phone



Pre-requisites to target Windows Phone

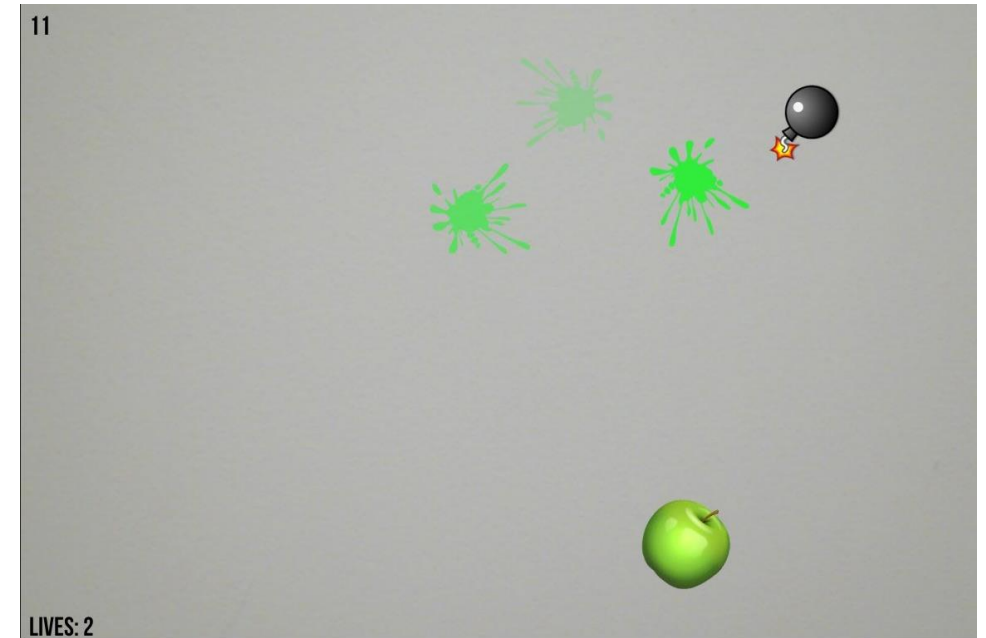
- Windows 8+
- Unity 4.3+
- Windows Phone SDK
- Developer account
- Windows Phone

Run-time differences



Compiler: Mono

Run-time: Mono



Compiler: Mono

Run-time: .NET for Windows Phone

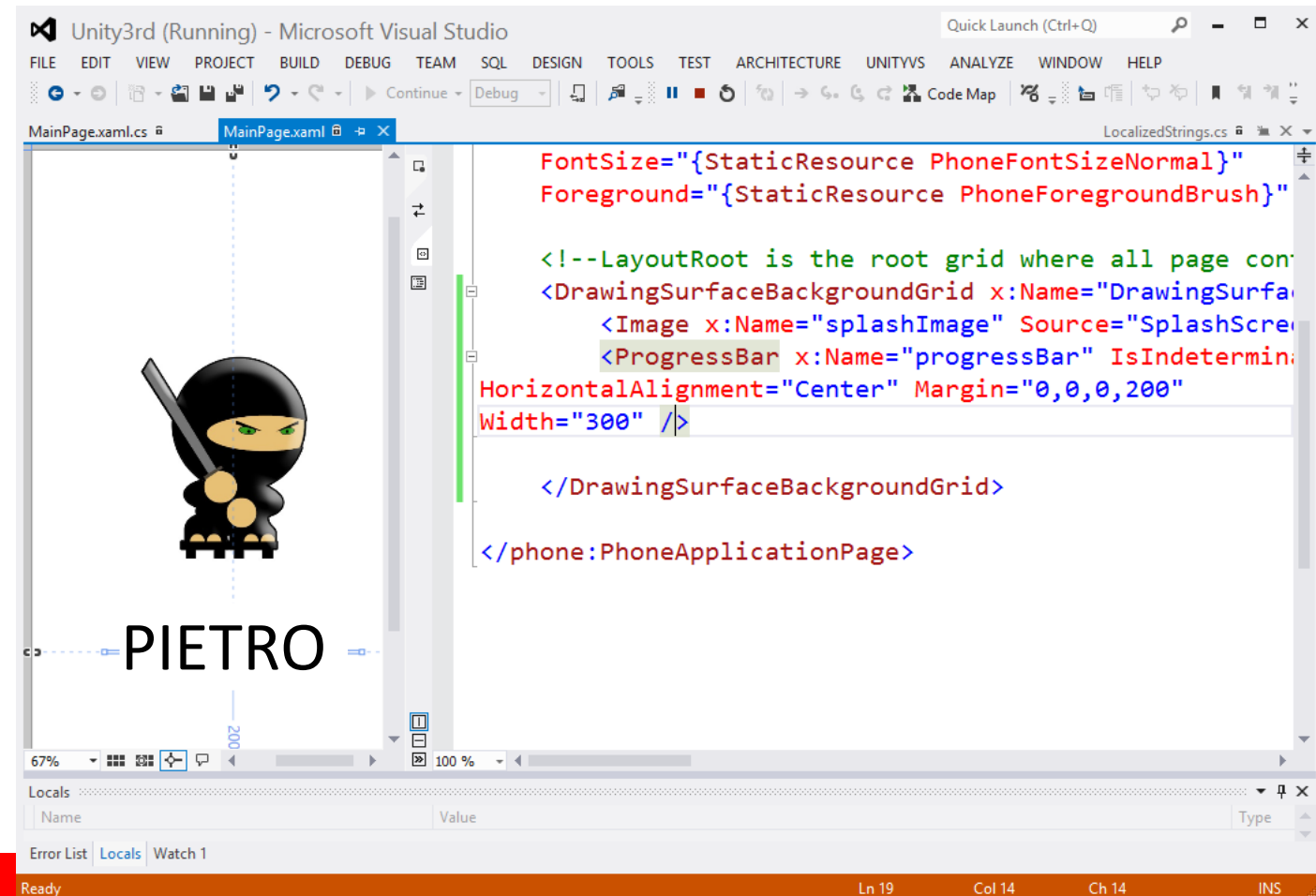
Note-worthy run-time differences

Class Library differences

XAML UI

Process Lifecycle

Capabilities



Hardware

CPU

Snapdragon S4 dual-core

Graphics

Direct X Level 9_3

Memory

512 MB, 1GB, 2G

Resolutions

800x480, 1280x768, 1280x720, 1920x1080

Sensors

Accelerometer, Light, Proximity, Gyro*, Magnetometer*



Making it a great Windows Phone game

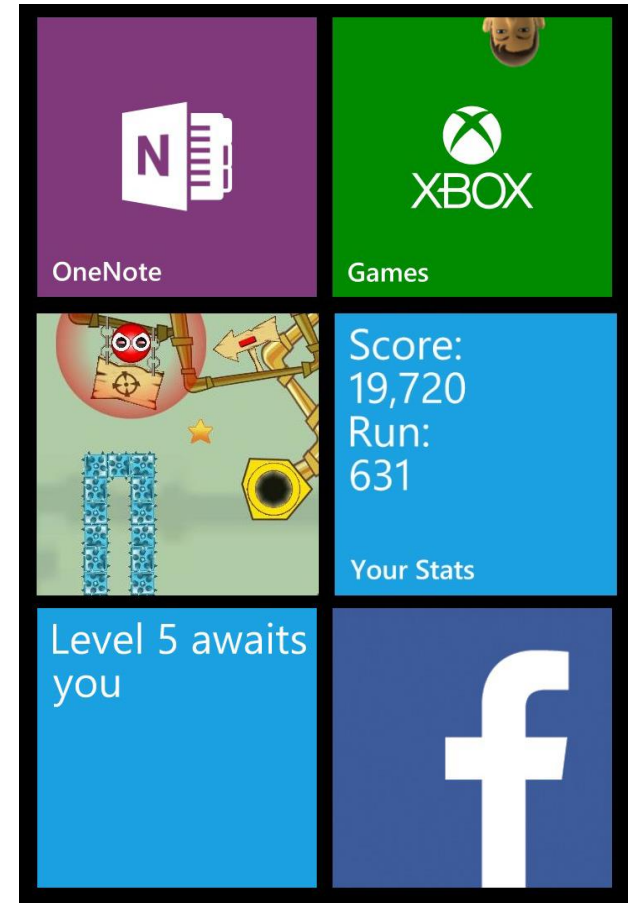
Back button

Live tiles & notifications

Splash Image

Launchers & Choosers

Monetization



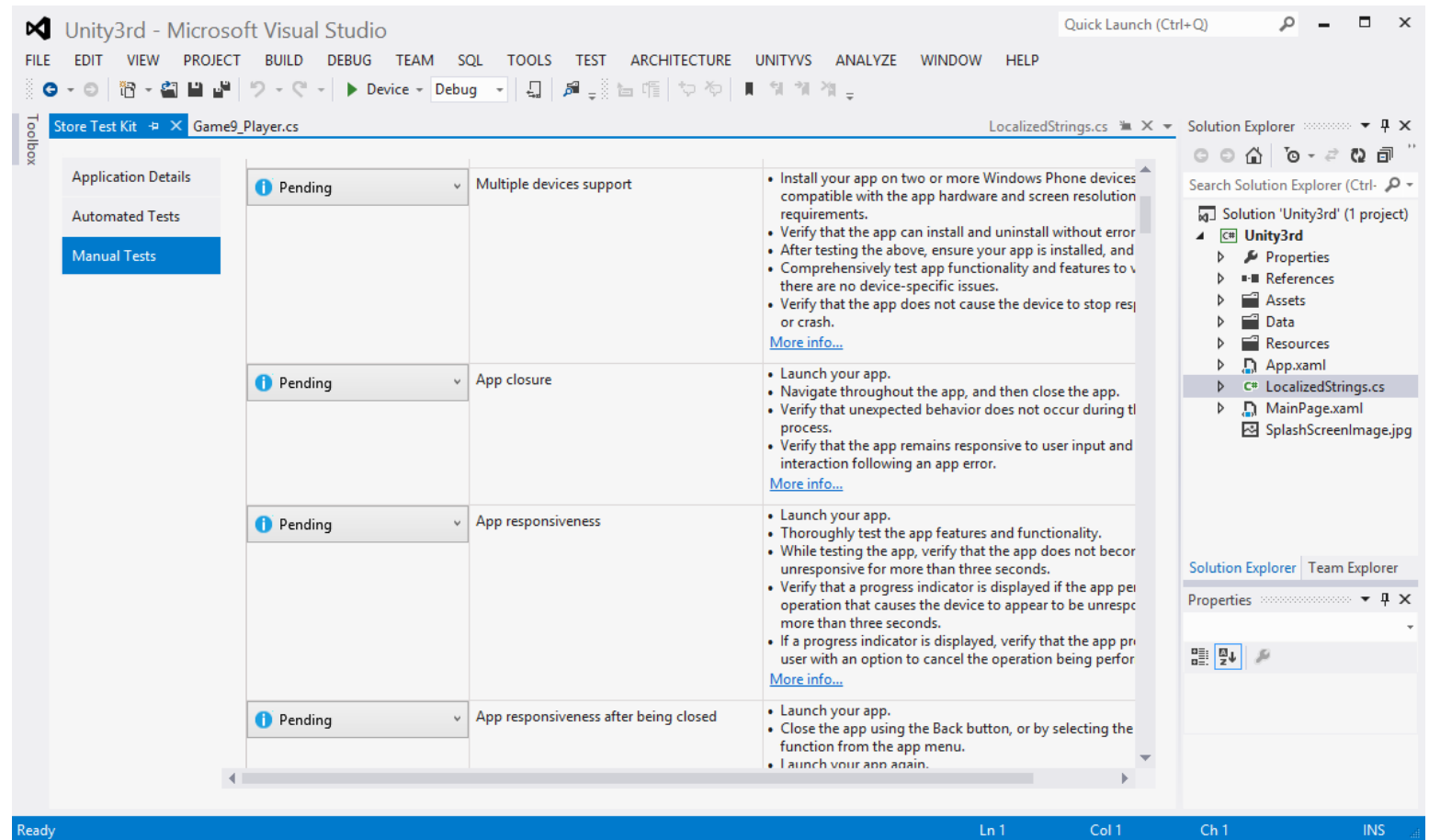
Submitting to the store

Store Test Kit

Policies

Beautiful assets

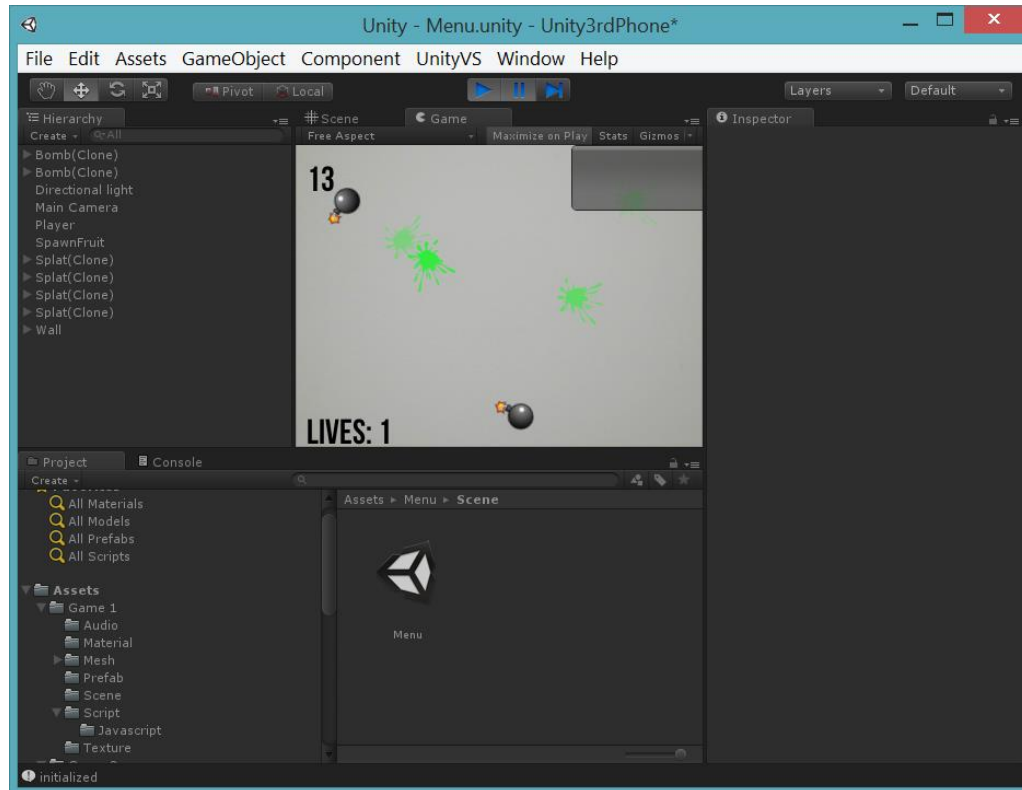
Beta?



Windows Store

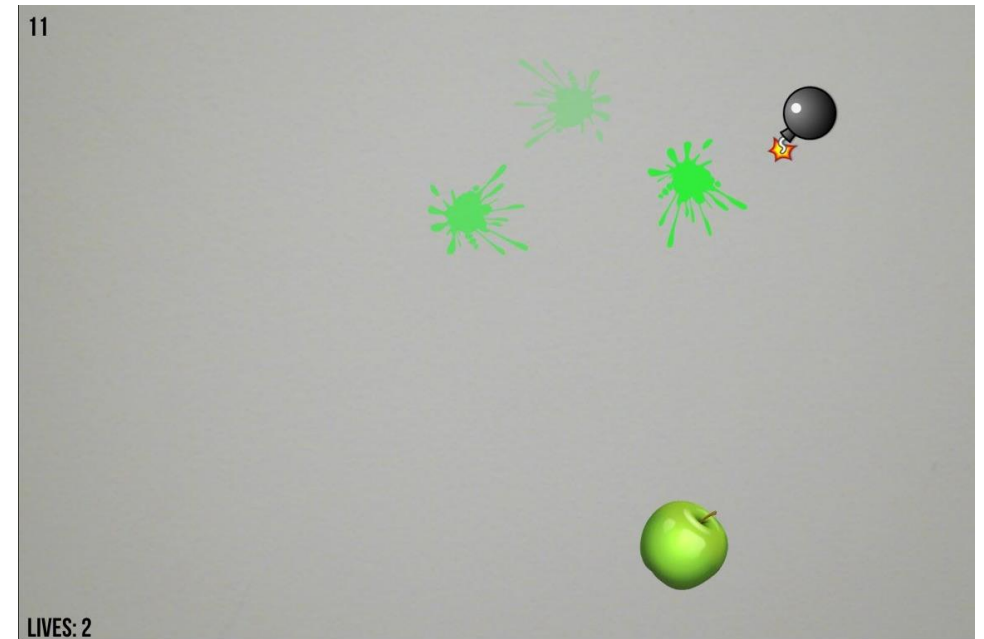


Run-time differences



Compiler: Mono

Run-time: Mono



Compiler: .NET

Run-time: .NET for Windows Store

Note-worthy run-time differences

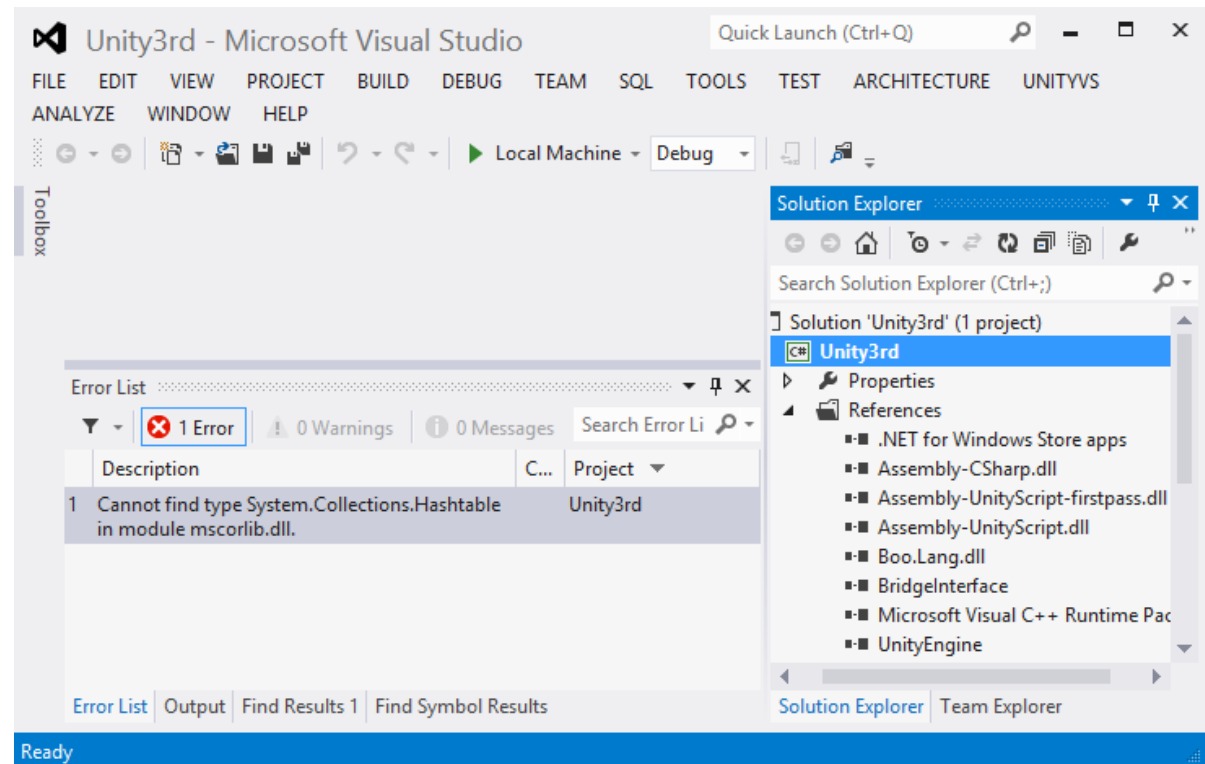
Class Library differences

No Javascript, Boo

XAML UI or Direct3D

Process Lifecycle

Capabilities



Hardware Windows

Graphics

Direct X Level 9_1 to Direct X 11

Resolutions

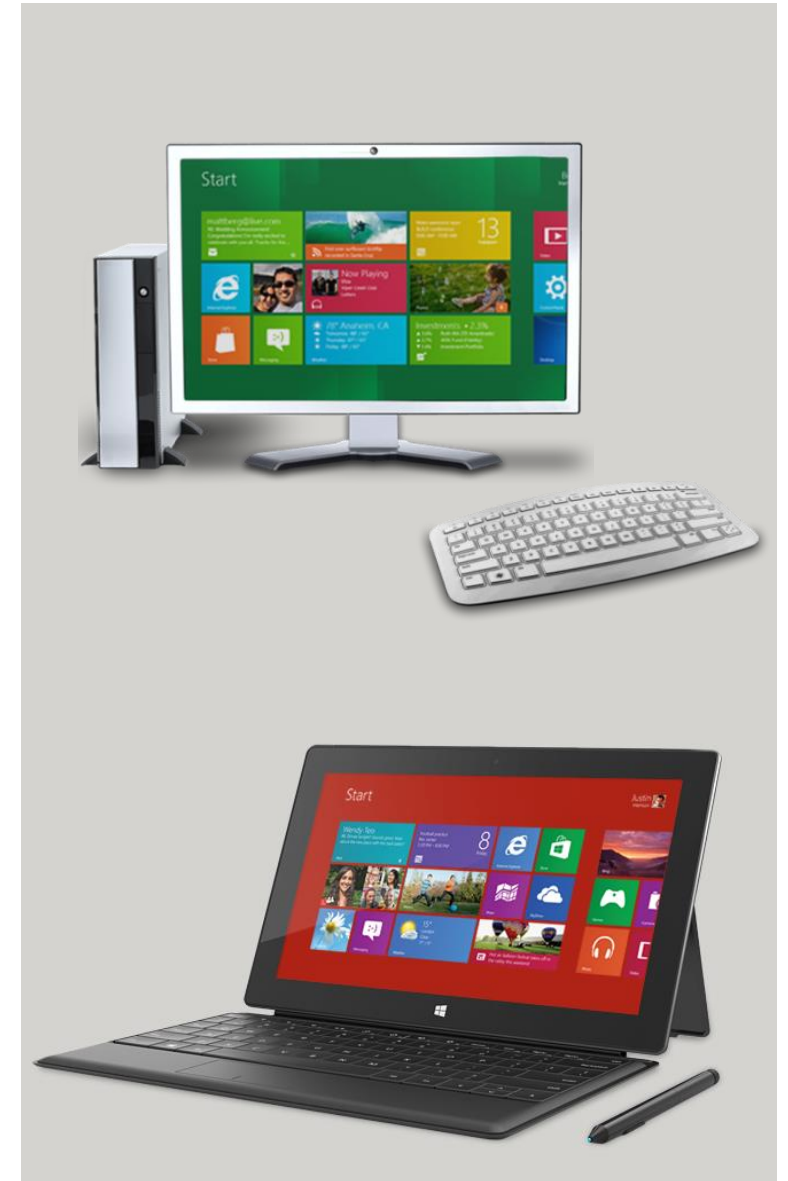
- 1024x768, but resizes to 320x768
- Win8.1 500x768 ->fluid

Input

Keyboard, Mouse, Touch, Controllers

Sensors are optional, on Surface you will find:

Light, Accelerometer, Gyro, Compass



Making it a great Windows Store game

Live tiles & notifications

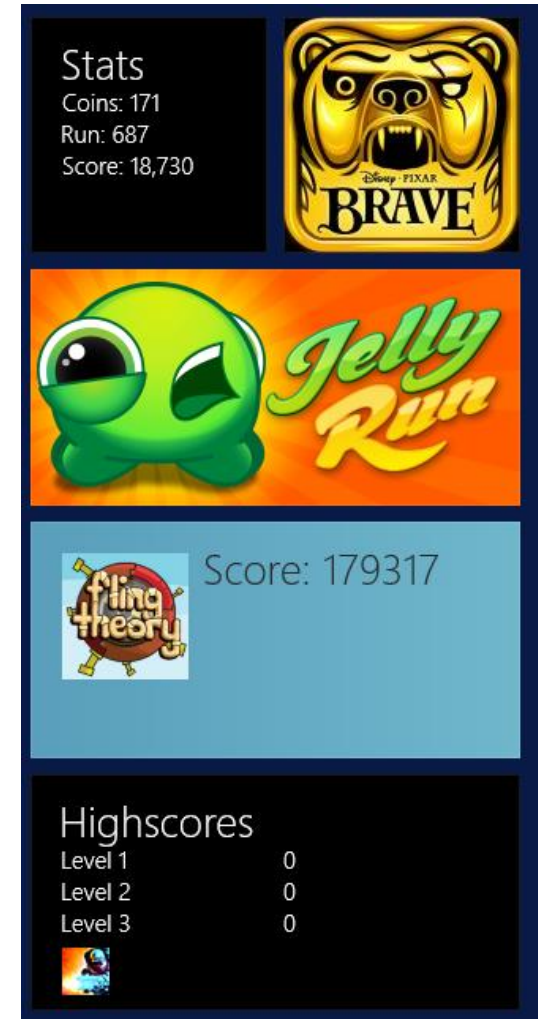
Splash Image

Contracts

Settings, Share, PlayTo

Snap

Monetization



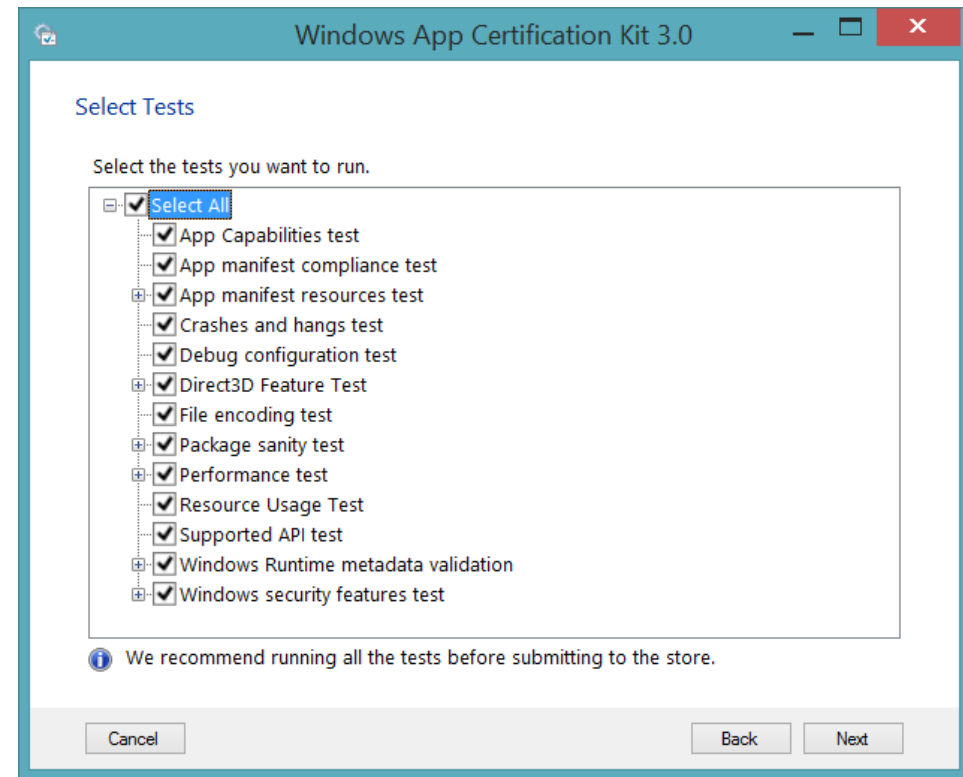
Submitting to the store

Windows App Certification Kit

Beautiful assets

Settings

Review policies



Unity Day

Milano 24 marzo

www.aka.ms/unitydaymilano

Roma 27 marzo

www.aka.ms/unitydayroma

Q&A

Tutto il materiale di questa sessione su
<http://www.communitydays.it/>

Lascia il feedback su questa sessione,
potrai essere estratto per i nostri premi!

Seguici su

Twitter @CommunityDaysIT

Facebook <http://facebook.com/cdaysit>

#CDays14

