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 examples, 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 (http://github.com/nokia-developer/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.
- 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.
- 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

- Recording
- Presentation

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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

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