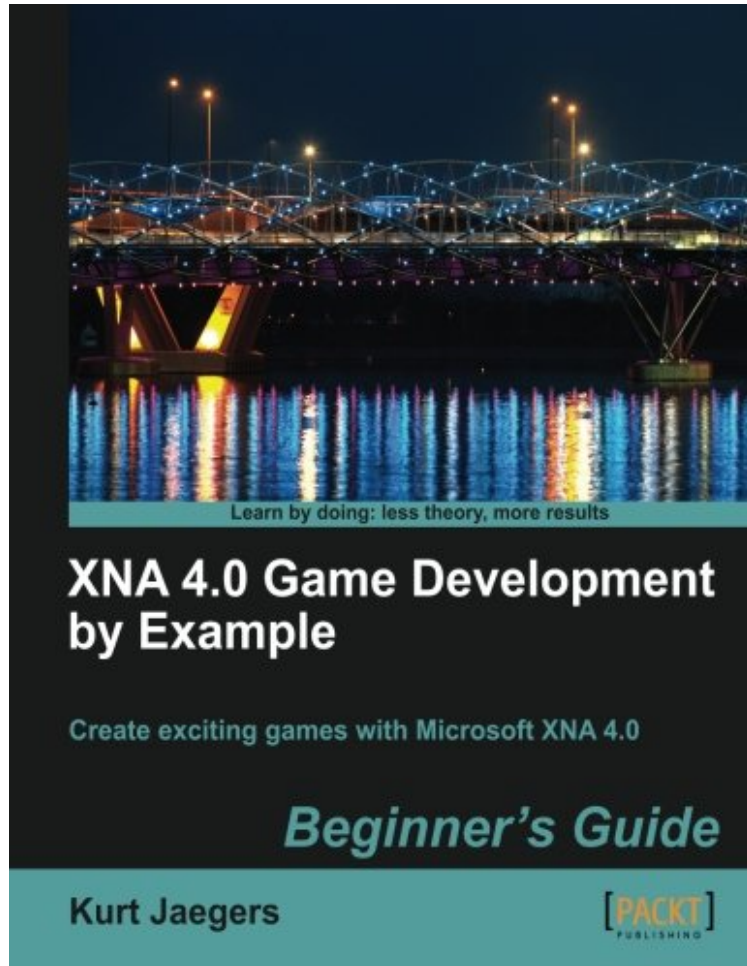


(Read free) XNA 4.0 Game Development by Example: Beginners Guide

XNA 4.0 Game Development by Example: Beginners Guide

Kurt Jaegers

*ebooks | Download PDF | *ePub | DOC | audiobook*



DOWNLOAD



+

READ ONLINE

#1381658 in Books 2010-09-24 2010-09-24 Original language: English PDF # 1 11.00 x .97 x 8.50l, 1.61
#File Name: 1849690669428 pages | File size: 60.Mb

Kurt Jaegers : XNA 4.0 Game Development by Example: Beginners Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised XNA 4.0 Game Development by Example: Beginners Guide:

29 of 30 people found the following review helpful. Best XNA book out there By Nicholas DiMucci I've pretty much read most of the XNA books available. A lot of them will explain how XNA works, but fail to take the reader through the completion of a significant game. I feel that hand holding a person through the creation of complete, sufficient, healthy games is more important in the long run than explaining exactly what each overloaded `SpriteBatch.Draw()` method does (that's what MSDN is for). Sure, you need to explain to the reader how sprites are drawn to the screen, but you don't need to go crazy with the specifics. This book explains enough to the reader so they have a understanding of what's going on, without bogging them down with too much information. XNA 4.0 Game Development by Example wastes no time in diving into code, creating what is exceedingly a simple game, but builds a

strong foundation for the other games which will be built. The reader will learn by doing, progressively increasing their knowledge of XNA and learning how to develop a game. There are times when the author will gloss over specific details, details that I feel should have been explained a bit more, but any successful programmer will investigate topics of interest on their own anyways. The book doesn't assume any previous C# knowledge, or programming knowledge if I'm not mistaken. I'm going to raise a huge flag and say you should be a competent programmer before diving into this book. Don't get this book if you've never written any type of program on your own, and I'm not talking about just a "Hello World" program either. I promise that you really won't understand what's going on and once you leave sample land, you'll be completely lost. Understand that game programming is an extremely elitest form of software development, even with XNA. So with that said, this book is aimed at complete beginners to XNA and game programming, but not programming in general. You may do alright if you don't know C# yet, but do know Java (preferably) or even C++. Also note, this book doesn't explain anything specific to Windows Phone 7 game programming. If Windows Phone 7 game programming is your ultimate goal, you can still use this book to learn XNA, and then move onto the many tutorials and guides available on the new App Hub website.

13 of 13 people found the following review helpful. One of the best
By Retired Gamer I have purchased over a dozen books on C# and XNA Game Studio. This is the best one yet. It is very good because: The author explains the concept, shows you the code, and explains what is happening in the code (enough detail but not too much detail) The sample games present some very helpful concepts. I would say that it goes beyond a beginner course. For example, the 'Robot Rampage' game clarified the following: enemy AI to pursue the player; bypassing obstacles on the play field using a play area larger than the screen; by using a camera class creating a random play environment for each new game creating explosions of different sizes utilizing 'Manager' classes to control the objects In summary, this book was very helpful.

1 of 1 people found the following review helpful. Good start for game dev but awful for learning XNA
By W. WALLACE While many have rated this book high (mostly people new to game dev) which I can understand wanting to since the author takes you through some very fun and engaging examples, he does a terrible job of teaching you anything about XNA and how XNA works. His examples show no regard for the XNA framework nor does reach you any important things you will need to understand to build a 'good' XNA game. It barely uses XNA and teaches you bad habits that you will have to unlearn if you want to build a real game. If you are a hobbyist, it is a great book because it will get you started quick and is quite fun. If you are a pro developer wanting to build a commercial products you had better learn XNA from different book.

The best way to start creating your own games is simply to dive in and give it a go with this Beginner's Guide to XNA. Full of examples, tips, and tricks for a solid grounding. Overview Dive headfirst into game creation with XNA Four different styles of games comprising a puzzler, a space shooter, a multi-axis shoot 'em up, and a jump-and-run platformer Games that gradually increase in complexity to cover a wide variety of game development techniques Focuses entirely on developing games with the free version of XNA Packed with many suggestions for expanding your finished game that will make you think critically, technically, and creatively Fresh writing filled with many fun examples that introduce you to game programming concepts and implementation with XNA 4.0 A practical beginner's guide with a fast-paced but friendly and engaging approach towards game development What you will learn from this book Install the Microsoft XNA Framework and its required tools Build XNA Game projects and associated XNA Content projects Create a puzzle-style game exploring the concepts of game states, recursion, and 2D animation Add sound effects to your game with a "fire-and-forget" sound effects manager Create a particle system to generate random explosions Implement sound effects, collisions, and particle-based explosions by building a space shooter inside a chaotic asteroid field. Implement the A* path-finding algorithm to allow enemies to track down the player Generate tile-based maps and path-finding enemy tanks amidst a storm of bullets in a multi-axis shooter Combine XNA and Windows Forms to create a map editor for a multi-layered tile map engine Run, jump, and squash enemies in a side-scrolling platform using the maps from your editor Modify your creations for the Xbox 360 platform and deploy your games to the console Approach This book is a step-by-step tutorial that includes complete source code for all of the games covered

About the Author Kurt Jaegers Kurt Jaegers is a database administrator by day, and a long-time hobbyist game developer, having built games for everything from the Commodore 64 to the Xbox 360. He is the owner of xnareources.com, one of the earliest XNA-focused tutorial websites.