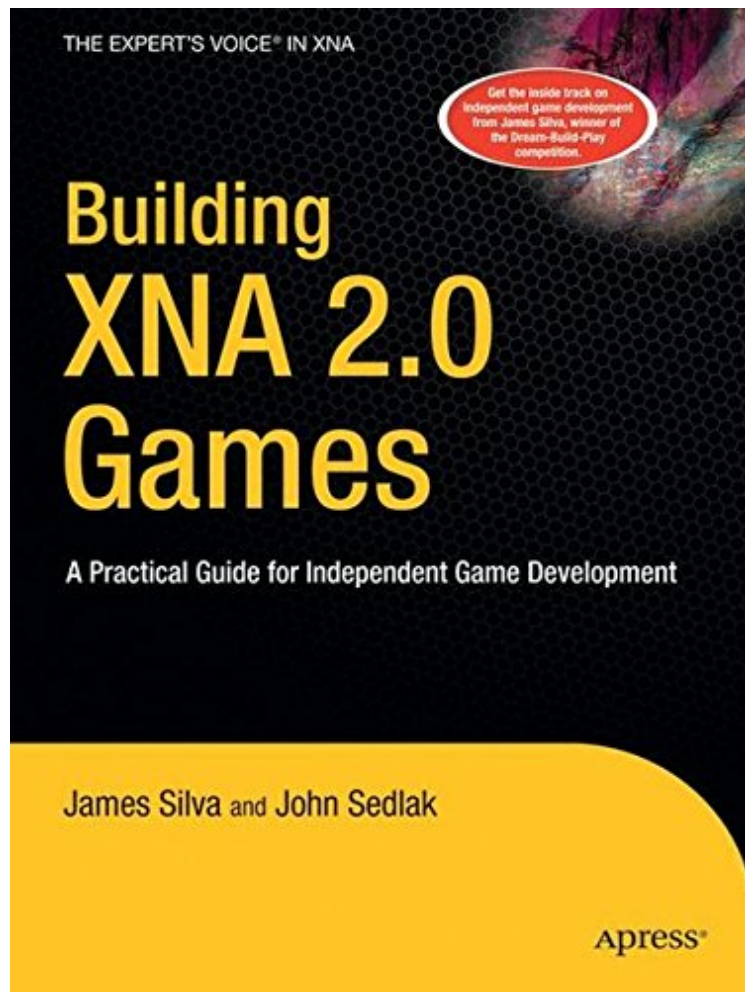


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Building XNA 2.0 Games: A Practical Guide for Independent Game Development (Books for Professionals by Professionals)

John Sedlak, James Silva

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0 of 0 people found the following review helpful. Definitely worthy of a spot on your shelf By GameMakerI'm finally taking the plunge and getting into xna game development, so I've bought a number of books to supplement a college course I am taking. I'm definitely glad to have this book. This book is a bit odd in that it isn't a really a book for non-programmers or kids who are looking to write their first computer program, or figure out what a mouse is used for. It

also isn't for industry veterans looking to pick up a few advanced tips. And lastly it isn't the kind of book that will serve as a reference on xna, that you'll be referring back to time and again. Instead, the authors take you through some projects, show you lots of code, and have some somewhat brief but nonetheless good descriptions on how things are working. It's the kind of book that you'll read through once, and will help get you "just started" in your own xna projects. Considering the reasonable price I paid for this book, I am definitely glad that I got it. 0 of 0 people found the following review helpful. Great Book By Frenchy This book is really good. Make sure you already know C# and just do a few XNA tutorials online first. This book is strictly a 2D book, so don't expect doing any crazy 3D things here. What's great about this book is that it clearly explains what tools you need to build a game and how you go about building those tools. Another great thing is that the ideas and code can be easily expanded on. For example, the author does some quick and dirty solutions that are really good at getting the point across but it leaves the door wide open for you to add your own improvements and touches to it. 0 of 0 people found the following review helpful. Fun and Easy Book for Beginners By Adam Like others here, I noticed this book doesn't really cover a whole lot of XNA; there are much better books for that. If you want to get into serious Xbox programming you'll need a good sized book collection anyway though; just one book won't make you into a master. What this book does do is walk you through a big, easy-to-understand tutorial so you can make your own 2D game for Xbox (like a platform game or fighting game). It uses plain and sometimes funny language that anyone can understand and it assumes you know nothing about XNA, C#, or Visual Studio (but a little bit about programming). This book is also actually very good for learning generic programming principles such as how to create an animated character editor, map editor, AI system, and particle system. I bought a used copy on for about two bucks and it was more than worth the price.

Building XNA 2.0 Games: A Practical Guide for Independent Game Development is written by James Silva, who recently won the prestigious Microsoft Dream Build Play game competition with his awardwinning game, The Dishwasher: Dead Samurai. Building XNA 2.0 Games: A Practical Guide for Independent Game Development is an in-depth and exclusive look into the entire XNA game development process and includes the creation of a software game masterpiece. James Silva guides you through the process he took to build his awardwinning title, from concept to reality. He reveals tips and techniques for creating a polished, highquality game with very few resources, while bridging the gap between coding and art. This title shows software developers the following: The creation of a polished game from start to finish Design philosophies Nextgen 2D graphics, including shaders Techniques for fast, fluid game play XACT Audio and XInput Eyecatching particle effects for visual stimulation The book is packed full of code, pictures, and valuable insights into XNA game development.

About the Author John Sedlak is a Microsoft "Most Valuable Professional" for his work in the XNA/DirectX community and has created numerous games since first learning Visual Basic 5. Through the development of these games he became to know and love both the .NET and XNA frameworks for empowering programmers to realize their ideas quickly.