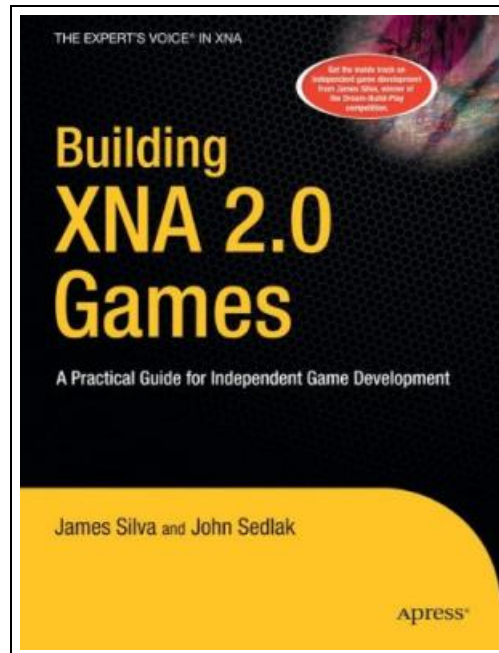


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This pdf is wonderful. We have go through and so i am certain that i am going to going to study yet again once more in the future. Its been developed in an exceedingly straightforward way which is merely after i finished reading through this pdf where really transformed me, modify the way i think.

(Ollie Balistreri)

BUILDING XNA 2.0 GAMES: A PRACTICAL GUIDE FOR INDEPENDENT GAME DEVELOPMENT



Apress. Paperback. Condition: New. 450 pages. Dimensions: 9.1in. x 6.9in. x 1.1in. 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 award-winning 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 award-winning title, from concept to reality. He reveals tips and techniques for creating a polished, high-quality 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 Next-gen 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. What you'll learn If you are brand new to XNA, you'll see basic concepts of game development through simple exercises. You'll be able to follow along and see the steps taken to recreate the game that won the Microsoft Dream Build Play competition. You'll learn and enhance artistic skills and artistic design capabilities. You'll learn how to build software games that focus on the same artistic design, game play, and game flow logic that are also found in commercial games. You'll become more exposed to the exciting world of software games. Who this book is for For anyone who has working knowledge of C# and .NET programming and either loves to build software games or is interested in seeing how to create an...



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