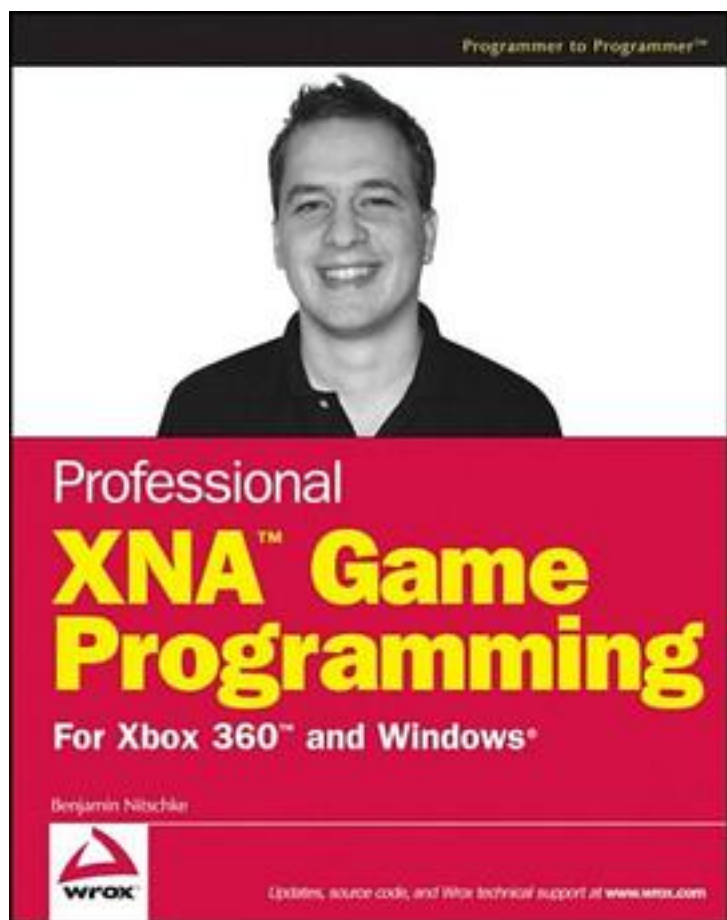


Professional XNA Game Programming



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You haven't experienced the full potential of Xbox 360 or Windows until you've created your own homebrewed games for these innovative systems. With Microsoft's new XNA Framework, the only thing limiting you is your imagination. Now professional game developer and Microsoft DirectX MVP Benjamin Nitschke shows you how to take

advantage of the XNA Game Studio Express tools and libraries in order to build cutting-edge games.

Whether you want to explore new worlds or speed down a city block in a souped up dragster, this book will get you up and running quickly. You'll learn how to implement 3D models, generate huge landscapes, map cool-looking shaders to your 3D objects, and much more. Nitschke also steps you through the development of your first fully functional racing game. You'll then be able to apply this information as you write your own XNA cross-platform games.

What you will learn from this book

Tricks for managing the game engine and user interface

How to program an old school shooter game and space adventure

Tips for improving racing game logic and expanding your game ideas

Methods for integrating amazing visual effects using advanced shader techniques

Steps for adding sound and music with XACT-bringing your game to life

How to fine-tune and debug your game for optimal performance

Who this book is for

This book is for anyone who wants to write their own games for the Xbox 360 or Windows platforms. You should have some experience coding with C# or a similar .NET language.

Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

作者介绍:

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