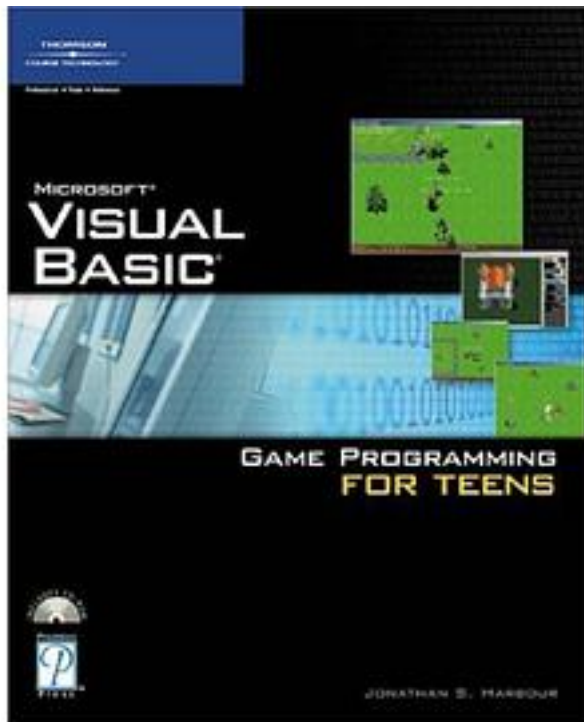# Microsoft Visual Basic Game Programming For Teens

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Book Description

Get ready to create your first complete 2D-based role-playing game using Visual Basic 6.0. If you have experience using Visual Basic, you already have the essential skills that you need. You will learn, step by step, how to construct each part of an RPG game using DirectX components such as Direct3D. As you work your way through the book, you will write short programs that demonstrate the major topics in each chapter. Dive

into the exciting world of game programming, learn how to write your own code, and take complete creative control over how your game operates. Let your imagination loose as you create amazing new adventures!

作者介绍:

About the Author

Jonathan S. Harbour has been an avid gamer and programmer for 18 years, having started with early PCs like the Commodore PET and Tandy 1000. In 1997, he earned a Bachelor's degree in Computer Information Systems, and then spent eight years working as a professional programmer before accepting a position on the faculty at University of Advancing Technology where he teaches game programming and software engineering courses. Jonathan has authored many other books about game programming and video game systems, including the recent Gadget Geek's Guide to Your Xbox 360 and Beginning Java 5 Game Programming. He maintains a Web site at http://www.jharbour.com with news and online discussion forums. Jonathan lives in the Arizona desert with his wife, Jennifer, and children, Jeremiah, Kayleigh, Kaitlyn, and Kourtney.

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