

RPG Programming with XNA Game Studio 3.0 (Wordware Game and Graphics Library)



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出版者:Jones & Bartlett Publishers

出版时间:2009-06-19

装帧:Paperback

isbn:9781598220650

RPG Programming Using XNA Game Studio 3.0 provides detailed information on role-playing games (RPGs) and how to create them using Microsoft's XNA Game Studio 3.0. Starting with a brief history of the genre that covers some of the good and the bad games that have been released over the past 30 years, the book then presents information on the various components that make up most RPGs and how to implement them using C# and XNA Game Studio 3.0 to produce a 2D tile-based demo game. Among the topics covered are: Creating the people and creatures that populate RPG worlds; Stats and skills to allow these entities to do things; A magic system; Handling conversations; A quest system; Creating a tile engine for displaying the world; Populating the game world with items and treasure; Implementing a sound and music system; Adding multiplayer support. The book takes a piece-by-piece approach to producing the game, demonstrating how to create the various components and eventually tying them all together to produce a fully-playable demo.

作者介绍:

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