Module 5
XNA Basics

Lecture
Your First XNA Game
Drawing

Module 5 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	Game1 Methods	Describe Game1 class methods	Basic XNA Concepts
3: Apply	2	Load and Draw Sprites	Develop an XNA game that loads and draws sprites	Basic OO Concepts,Basic XNA Concepts
3: Apply	3	Use Provided Class in XNA	Develop an XNA game that uses a provided class	Basic OO Concepts,Basic XNA Concepts

In-Lecture Quiz

Sprites are drawn to the screen when the following `SpriteBatch` method is called:

- A: `Begin`
- B: `Draw`
- C: `End`
- D: `Main`

In-Lecture Quiz

Which of the following is exposed by the `Rectangle` structure:

- A: `X`
- B: `Y`
- C: `Width`
- D: `Height`

- Recap
  - We used all of the typical game capabilities in XNA except for updating the game
- Next Time
  - We'll build our an XNA "game" where the game world actually changes