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# Module 11 Class Design and Implementation

## Lecture XNA Class Use

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# Module 11 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	Fields and Properties	Describe the relationship between fields and properties	Basic OO Concepts
3: Apply	2	Console Application Fields and Properties	Design and implement the fields and properties for a console application class	Basic OO Concepts
3: Apply	3	Console Application Methods	Design and implement the constructors and methods for a console application class	Basic OO Concepts
3: Apply	4	XNA Fields and Properties	Design and implement the fields and properties for an XNA class	Basic OO Concepts, Basic XNA Concepts
3: Apply	5	XNA Methods	Design and implement the constructor and methods for an XNA class	Basic OO Concepts, Basic XNA Concepts

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Last time, we finished our implementation of the rubber chicken class

In this lecture, we'll use our new rubber chicken class in a game



The game is fully implemented, we'll be looking at the details

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- Spawning initial chickens
  - Drawing all game entities
  - Comments for all the updates that need to happen
  - Updating all game entities
  - Replacing chickens outside window
    - Actually, moving back down to start position
    - Why?
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- Spawning teddy bears
    - New constructor
    - Clean up constructors!
    - No bouncing
  - Deactivating teddy bears outside window
  - Cleaning out dead teddies
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- Collisions between rubber chickens and teddy bears
    - Nested loops
    - Multiple hits to kill teddy
    - Both teddy and chicken explode
    - Cool bug
    - Special chicken processing
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- Cleaning out dead rubber chickens
  - Cleaning out dead explosions
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- Recap

- Used our new rubber chicken class (with some modifications) in a game

- End of Module 11

- Next Time

- We'll talk about adding music and sound effects to XNA games
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