
Module 5 XNA Basics

Lecture Intro to XNA

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

It's time to start learning about building games using XNA

Although we're talking about XNA specifics here, most of the concepts supported by XNA are generally applicable in the game domain

In-Lecture Quiz

Microsoft will stop (or stopped) supporting XNA in April 2014. I'm teaching you "ancient tech" because

- A: I'm afraid to learn new things
 - B: I can't teach you the new tech because it doesn't exist yet
 - C: I can't teach anything
 - D: The C# and game dev foundation will help no matter what the new tech is
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- General things we do in games
 - Initialize the game
 - Load content for the game
 - Run the game loop
 - Update game world
 - Render (draw) visible part of game world
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In-Lecture Quiz

Which of the following is not included in the game loop:

- A: updating the game world
 - B: drawing (rendering) the game world
 - C: initializing the game
 - D: getting user menu selections
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In-Lecture Quiz

Content loaded in the `LoadContent` method can include:

- A: food
 - B: graphical assets
 - C: rabid monkeys
 - D: sounds and music
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In-Lecture Quiz

The default frame rate for an XNA game is:

- A: -2 frames per second (fps)
 - B: 20 fps
 - C: 60 fps
 - D: 1,000,000 fps
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In-Lecture Quiz

The alpha value of a pixel indicates its

- A: dogness
 - B: transparency
 - C: opacity
 - D: Greek heritage
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- Recap

- All games do some initialization and content loading
- All games have a game loop that updates and draws the game world
- XNA games do too!

- Next Time

- We'll build our first XNA “game”
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