Module 5
XNA Basics

Lecture
More XNA Practice

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

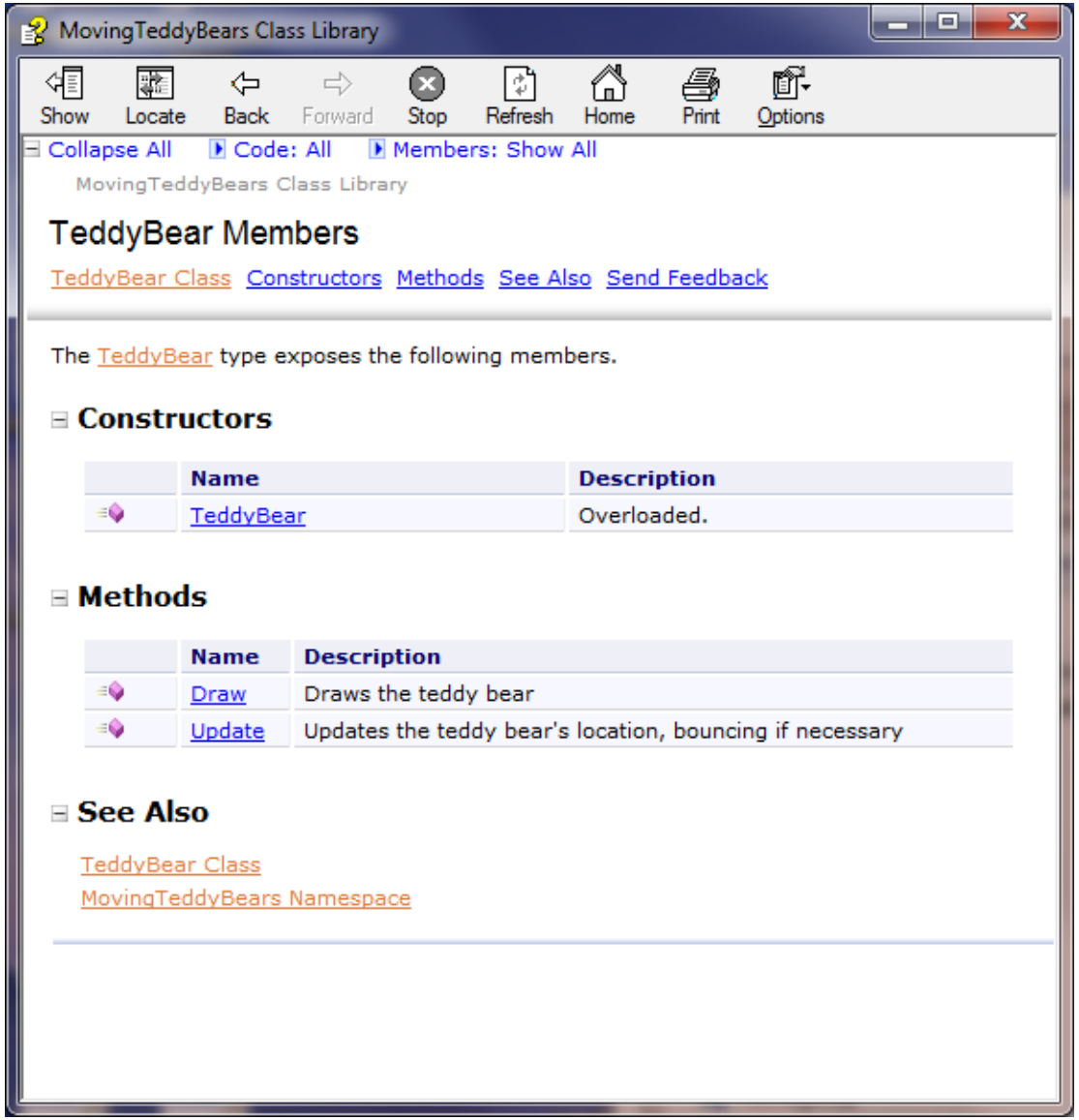
Last time, we built our first XNA game

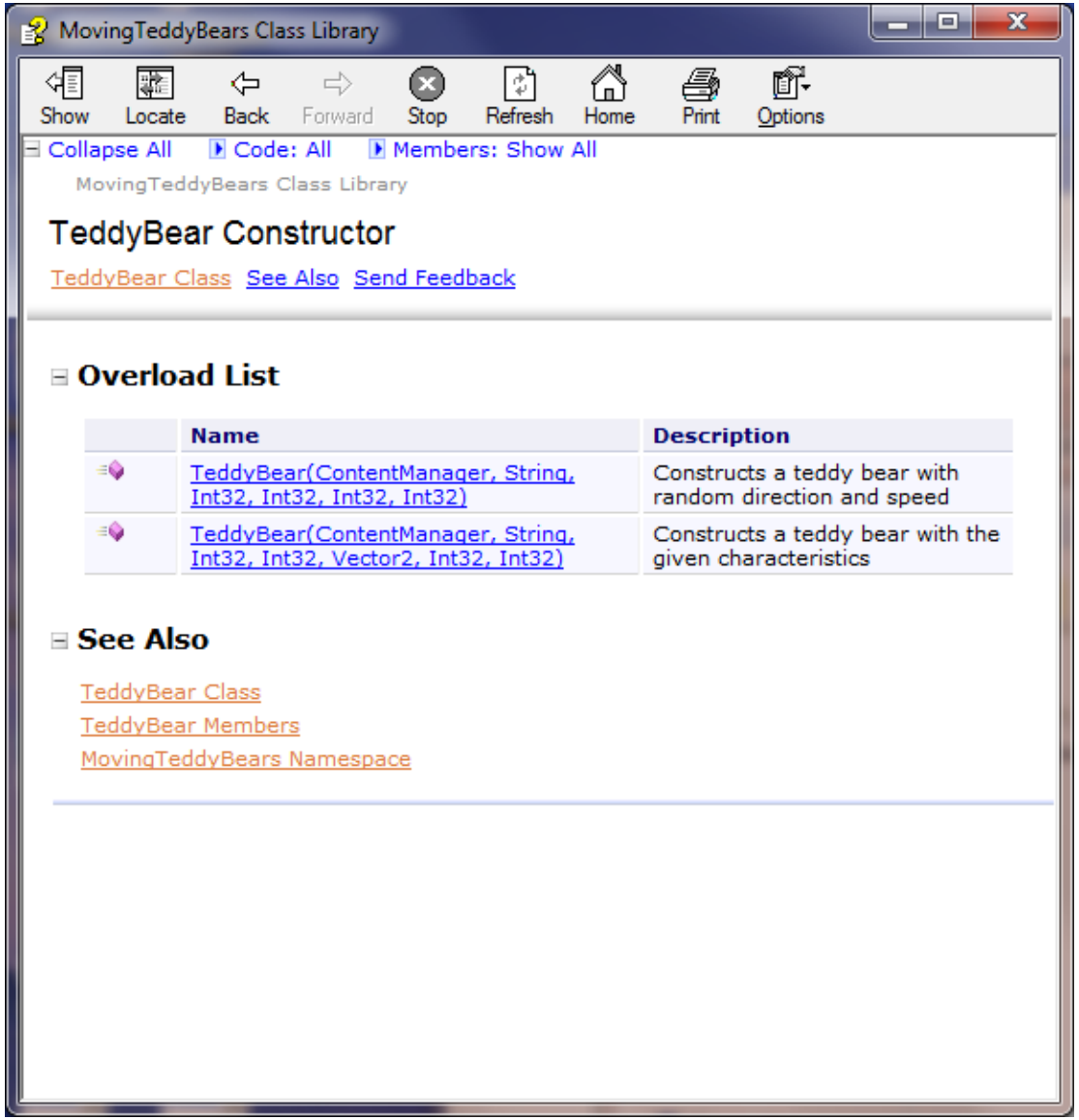
This time, we'll build another XNA game in which the game world changes over time and we use a custom class in the game

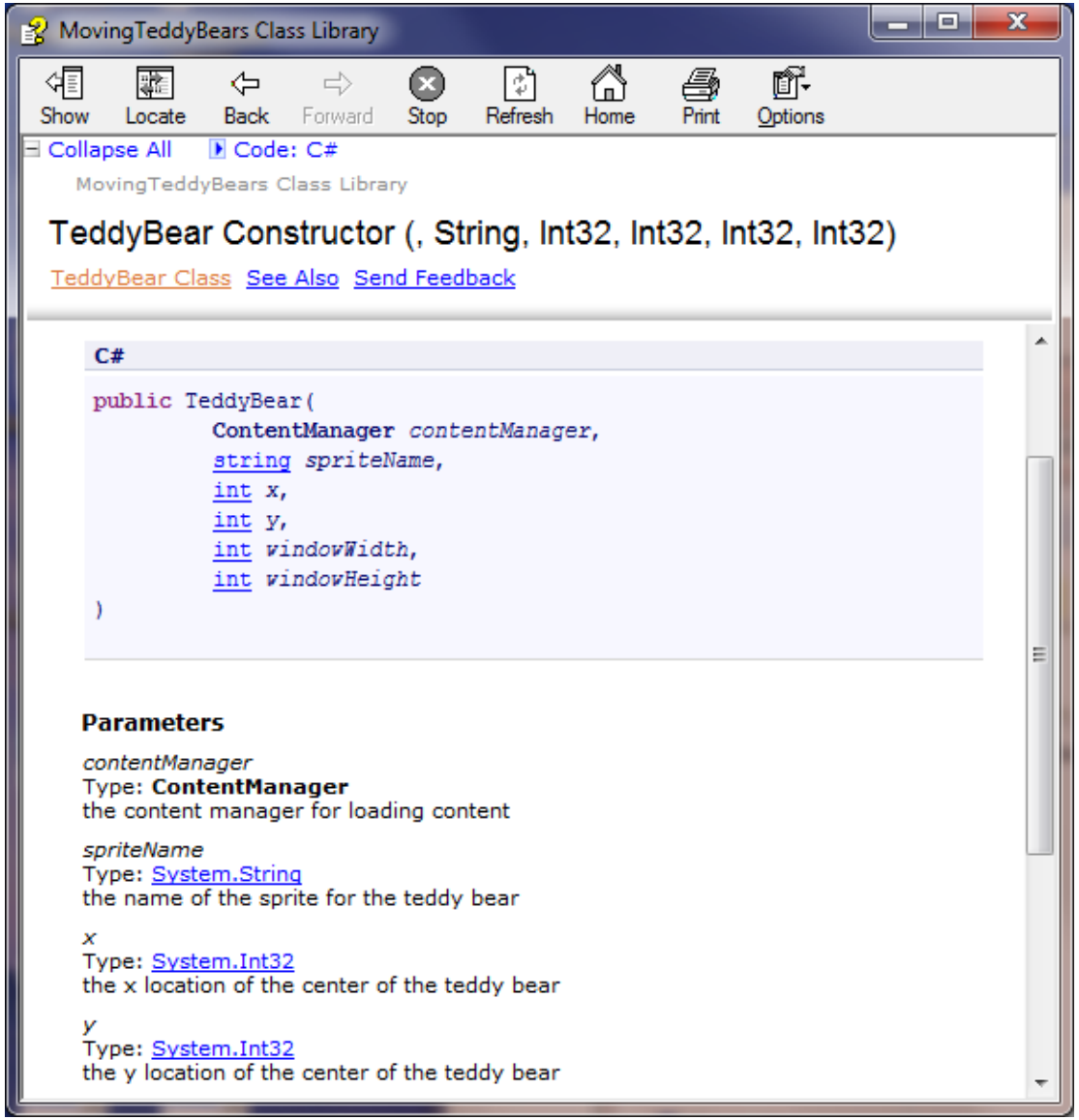
In-Lecture Quiz

Why isn't the "game" we're building today really a game?

- A: There's no gold
- B: There are no cars
- C: There's no interactivity
- D: There's no Twinkie in my hand


MovingTeddyBears Class Library
Show
Locate
Back
Forward
Stop
Refresh
Home
Print
Options
Collapse All
Code: All
Members: Show All
MovingTeddyBears Class Library
TeddyBear Members
TeddyBear Class
Constructors
Methods
See Also
Send Feedback
The TeddyBear type exposes the following members.
Constructors
Name
Description
TeddyBear
Overloaded.
Methods
Name
Description
Draw
Draws the teddy bear
Update
Updates the teddy bear's location, bouncing if necessary
See Also
TeddyBear Class
MovingTeddyBears Namespace

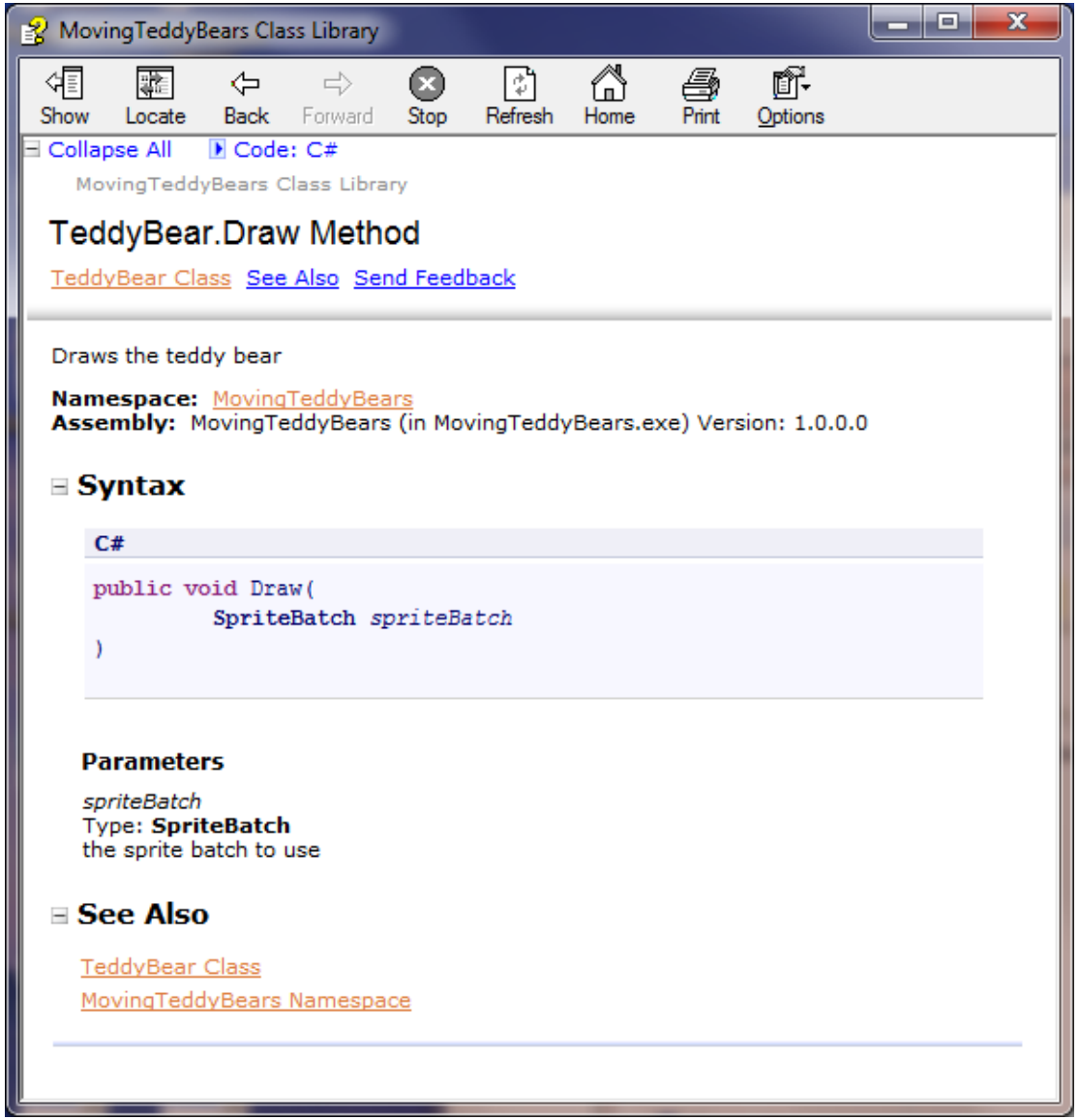

MovingTeddyBears Class Library
Show
Locate
Back
Forward
Stop
Refresh
Home
Print
Options
Collapse All
Code: All
Members: Show All
MovingTeddyBears Class Library
TeddyBear Constructor
TeddyBear Class
See Also
Send Feedback
Overload List
Name
Description
TeddyBear(ContentManager, String, Int32, Int32, Int32, Int32)
Constructs a teddy bear with random direction and speed
TeddyBear(ContentManager, String, Int32, Int32, Vector2, Int32, Int32)
Constructs a teddy bear with the given characteristics
See Also
TeddyBear Class
TeddyBear Members
MovingTeddyBears Namespace

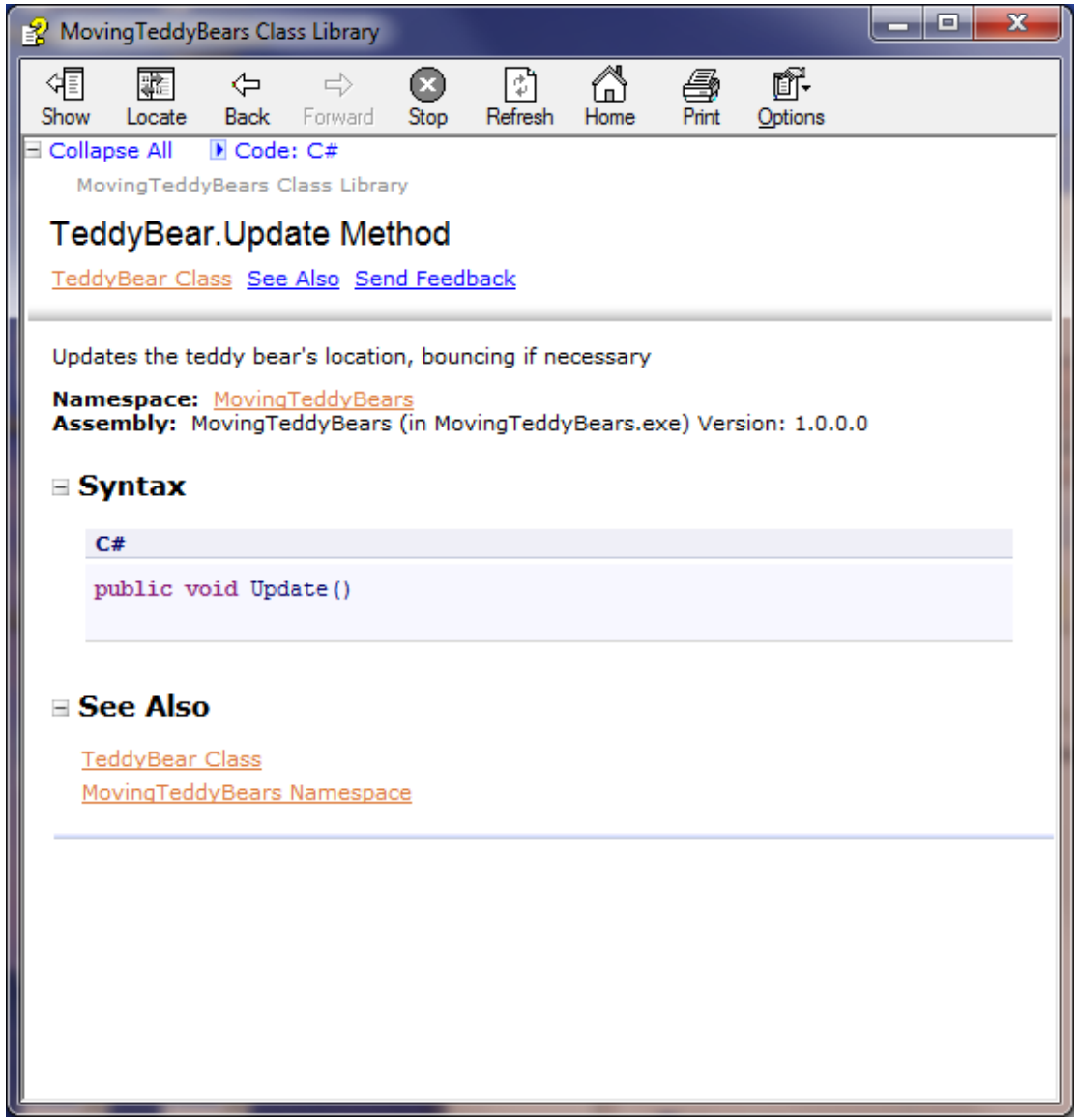

MovingTeddyBears Class Library
Show
Locate
Back
Forward
Stop
Refresh
Home
Print
Options
Collapse All
Code: C#
MovingTeddyBears Class Library
TeddyBear Constructor (, String, Int32, Int32, Int32, Int32)
TeddyBear Class
See Also
Send Feedback
C#
public TeddyBear(
ContentManager contentManager,
string spriteName,
int x,
int y,
int windowWidth,
int windowHeight
)
Parameters
contentManager
Type: ContentManager
the content manager for loading content
spriteName
Type: System.String
the name of the sprite for the teddy bear
x
Type: System.Int32
the x location of the center of the teddy bear
y
Type: System.Int32
the y location of the center of the teddy bear

In-Lecture Quiz

We don’t have a separate LoadContent method in the TeddyBear class because:

- A: Teddy bears don’t have content
- B: Teddy bears don’t have feelings
- C: Teddy bears should load their content when they’re instantiated
- D: Teddy bears scare me, so I don’t want to answer


MovingTeddyBears Class Library
Show
Locate
Back
Forward
Stop
Refresh
Home
Print
Options
Collapse All
Code: C#
MovingTeddyBears Class Library
TeddyBear.Draw Method
TeddyBear Class
See Also
Send Feedback
Draws the teddy bear
Namespace: MovingTeddyBears
Assembly: MovingTeddyBears (in MovingTeddyBears.exe) Version: 1.0.0.0
Syntax
C#
public void Draw(
SpriteBatch spriteBatch
)
Parameters
spriteBatch
Type: SpriteBatch
the sprite batch to use
See Also
TeddyBear Class
MovingTeddyBears Namespace


MovingTeddyBears Class Library
Show
Locate
Back
Forward
Stop
Refresh
Home
Print
Options
Collapse All
Code: C#
MovingTeddyBears Class Library
TeddyBear.Update Method
TeddyBear Class
See Also
Send Feedback
Updates the teddy bear's location, bouncing if necessary
Namespace: MovingTeddyBears
Assembly: MovingTeddyBears (in MovingTeddyBears.exe) Version: 1.0.0.0
Syntax
C#
public void Update()
See Also
TeddyBear Class
MovingTeddyBears Namespace

- Recap
  - We made a second, more interesting XNA “game” (that’s still not a game)
  - End of Module 5
- Next Time
  - We’ll move on to discuss strings, which we’ve already been using for our console output