Module 5
XNA Basics

Lecture
Your First XNA Game
Resolution and Loading Content

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 talked about the basic concepts behind how games in general, and XNA games in particular, work

This time, we'll build our first XNA "game"

In-Lecture Quiz

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

- A: There's no story
- B: There are no elves
- C: There's no interactivity
- D: There's no can of Mountain Dew in my hand