
Module 8
XNA Mice and Controllers

Lecture
XNA Controller Force Feedback

Module 8 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XNA Mouse Input	Describe how to use a mouse for input in XNA	Basic XNA Concepts
2: Understand	2	XNA Controller Input	Describe how to use a controller for input in XNA	Basic XNA Concepts
3: Apply	3	XNA Mouse and Controller Input	Develop an XNA game that uses mouse and/or controller input	Basic XNA Concepts

Last time, we finished up on controller input
In this lecture, we'll learn how to use controller
output – force feedback – in our game

In-Lecture Quiz

Force feedback

- A: hurts my ears
 - B: makes my hands numb
 - C: makes my feet numb
 - D: enhances the player experience
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- Recap

- We showed how we can use force feedback in our games
- End of Module 8

- Next Time

- We'll look at how we can effectively store and process multiple entities in our game
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