There are some good material out there if u want to enhance ur knowledge:

**XNA:**

1. [XNA Online Help Library](http://msdn.microsoft.com/en-us/library/bb200104.aspx)
2. [XNA Game Samples](http://create.msdn.com/en-US/education/catalog/?contenttype=4&devarea=16&platform=0&sort=1)
3. [XNA Shooter Video Tutorial](http://create.msdn.com/en-US/education/tutorial/2dgame/getting_started)
4. [App Hub Forum](http://forums.create.msdn.com/forums/)

**C#:**

1. [Generate Class Diagrams from Code](http://msdn.microsoft.com/en-us/library/ff657806.aspx)

**Multi-Player:**

1. [Lidgren, A Safe alternative to using XNA’s Networking](http://web.archive.org/web/20080328180845/www.ziggyware.com/readarticle.php?article_id=168)
2. [Playing multiplayer games with XNA on the computer (NOT XBox)](http://stackoverflow.com/questions/5689440/playing-multiplayer-games-with-xna-on-the-computer-not-xbox)
3. [XNA Multiplayer Games and Networking](http://geekswithblogs.net/JoshReuben/archive/2011/06/28/xna-multiplayer-games-and-networking.aspx)

**3D Game Development:**

1. [XNA Tutorial for C# overview – Series 1](http://www.riemers.net/eng/Tutorials/XNA/Csharp/series1.php)
2. [Riemer’s XNA Tutorials for C# — Series 2](http://www.riemers.net/eng/Tutorials/XNA/Csharp/series2.php)
3. [XNA Tutorial using C# and HLSL Season 3 – Overview](http://www.riemers.net/eng/Tutorials/XNA/Csharp/series3.php)

**Pixel Perfect Collision Detection:**

1. [2D Collision Detection](http://www.riemers.net/eng/Tutorials/XNA/Csharp/Series2D/Coll_Detection_Overview.php)
2. [Matrices: Geometrical](http://www.riemers.net/eng/ExtraReading/matrices_geometrical.php)
3. [Matrix Mathematics](http://www.riemers.net/eng/ExtraReading/matrices_maths.php)
4. [Homogenous matrices](http://www.riemers.net/eng/ExtraReading/homogenous_matrices.php)

**Camera:**

1. [XNA Camera 2D Tutorial](http://www.paradeofrain.com/tutorials/xna-camera-2d/)
2. [Camera Class](http://gamecamp.no/blogs/tutorials/archive/2008/01/29/creating-a-simple-xna-camera-class.aspx)

**Artificial Intelligence:**

1. [A\* search algorithm Description](http://en.wikipedia.org/wiki/A*_search_algorithm)
2. [Pathfinding Description](http://en.wikipedia.org/wiki/Pathfinding)
3. [A\* Pathfinding for Beginners](http://www.policyalmanac.org/games/aStarTutorial.htm)
4. [Another faster version of A\* (2D+3D) in C#](http://roy-t.nl/index.php/2011/09/24/another-faster-version-of-a-2d3d-in-c/)
5. [Pathfinding shouldn’t care about the map](http://blog.alexandrupopescu.com/2011/12/04/pathfinding-shouldnt-care-about-the-map/)

**Repository:**

1. [Bit Bucket Mercurial DVCS Website](https://bitbucket.org/)
2. [Bit Bucket Setup Tutorial](http://www.youtube.com/watch?v=qYSEDw9PADQ)

**Adobe Photoshop:**

1. [Adobe Photoshop tutorials](http://www.lynda.com/Photoshop-training-tutorials/279-0.html?AWKeyWord=adobe&_kk=adobe%20photoshop%20training%20video&_kt=978feefe-b0ee-402a-b575-100a614fae9b&gclid=CMewhLv1uawCFYuc7QodxDV8qA)

**Performance Tools:**

1. [Fraps](http://www.filehippo.com/download_fraps/)