2021-07-22 Start

[2021 Update!] Make Games with MonoGame - Installation and Development Fundamentals

<https://www.youtube.com/watch?v=sPH-sNTSrhw&t=0s>

1. Introduction
2. Installing visual Studio and Monogame
3. Creating new projects and code organization
   1. Windows CrossPlatform
   2. Constructor: public game1()

* We can change windows size or
  1. Initialize method
* When game starts it is executed, setting
  1. LoadConent method
  2. Update method
* Gameloop => 60times in a second
* Game frame
  1. Draw method
* E.g. show target
* Runs in every frame

1. Importing assets with the Pipeline tool
   1. Content Pipeline: The MonoGame Pipeline Tool is used to create and manage MonoGame content projects. The files in content projects are processed by the MonoGame Pipeline tool and outputted as . xnb files for use in CocosSharp and MonoGame applications.

Graphical user interface, application

Description automatically generated

* Add Existing Item - Build
* .xnb files

1. Drawing graphics
   1. Sprites: you take your individual animation frames (of characters, objects, etc.), and drag and drop them into TexturePacker. Then TexturePacker combines them into **sprite sheets**, which you can then load into your game.