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# Introduction to XNA



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What is XNA?



Discontinued...



... but there  
may be hope!



Let's make a  
game already!



Tips



Useful material

# What is XNA?



The name is an recursive acronym for *XNA's Not Acronymed*



Based on the .Net framework, is a set of tools designed to provide an easy way to create video games on Windows, Windows Phone and the Xbox 360

# Discontinued...



On January 31, 2013 the team behind XNA announced it was no longer being worked on



XNA 5 is the most desired featured by developers on [Visual Studio](#)

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18,596  
votes

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### XNA 5

Please continue to work on XNA. It's a great way for indie game developers like myself to make games and give them to the world. XNA gave us the ability to put our games, easily, on the most popular platforms, and to just dump XNA would be therefor heartbreaking... I implore you to keep working on XNA so we C# developers can still make amazing games!

... but there may be hope!



Not long after the votes began, Microsoft announced good news would be coming soon related to the petition



Open source MonoGame framework which builds upon XNA providing more flexibilities and deployment options

Let's make a game already!

Five steps

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Empty project

---

Loading textures

---

Showing enemies

---

Collisions

---

Adding text and sound

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## ■ Tips

Think before coding your game

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Think about the character

---

Think about their motivations

---

Where will it take place

---

What laws apply?

---

Think about their goal

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## Useful material



[XNA home page](#)



[Visual studio user voice](#)



[Mono game project site](#)



[Source code of the projects](#)



[XNA and Visual Studio 2012/13](#)



[Getting started](#)



Questions?

