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## Visual C# Game Programming for Teens

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By Jonathan S. Harbour

Cengage Learning, Inc. Paperback. Book Condition: new. BRAND NEW, Visual C# Game Programming for Teens, Jonathan S. Harbour, "Visual C# Game Programming for Teens" teaches teens and other beginners how to create games using C# and Windows Forms (GDI+). A true beginner's guide, this book covers each essential step for creating a complete role-playing game, including a character creation screen and a combat system. This book serves as a comprehensive introductory guide for readers who are new to programming or new to programming for games. The student is shown how to load and draw bitmaps, create sprites, render a game world, keep track of inventory and character stats, and build tools: a level editor, character editor, item editor, monster editor. Every chapter contributes toward a growing game library that is used to improve and add new and more advanced features to the game, and when the student is finished they will have created a complete game.



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