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""Creating a user-defined coordinate system""""Using the Camera class""; ""Font Output""; ""The Font Output project""; ""Creating the FontSupport class""; ""Using and observing the FontSupport class""; ""A Simple Game Object""; ""The Simple Game Object project""; ""Modifying the classes to include bounds support""; ""Adding collision detection support""; ""Creating the SoccerBall class""; ""Using the SoccerBall class""; ""Simple Game State""; ""The Simple Game State project""; ""Adding TexturedPrimitive collision detection support""; ""Creating a BasketBall class""
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""The Game Object project""

Sommario/riassunto

2D games are hugely popular across a wide range of platforms and the ideal place to start if you’re new to game development. With Learn 2D Game Development with C#, you'll learn your way around the universal building blocks of game development, and how to put them together to create a real working game. C# is increasingly becoming the language of choice for new game developers. Productive and easier to learn than C++, C# lets you get your games working quickly and safely without worrying about tricky low-level details like memory management. This book uses MonoGame, an open source framework that's powerful, free to use and easy to handle, to further reduce low-level details, meaning you can concentrate on the most interesting and universal aspects of a game development: frame, camera, objects and particles, sprites, and the logic and simple physics that determines how they interact. In each chapter, you'll explore one of these key elements of game development in the context of a working game, learn how to implement the example for yourself, and integrate it into your own game library. At the end of the book, you’ll put everything you’ve learned together to build your first full working game! And what’s more, MonoGame is designed for maximum cross-platform support, so once you’ve mastered the fundamentals in this book, you’ll be ready to explore and publish games on a wide range of platforms including Windows 8, MAC OSX, Windows Phone, iOS, Android, and Playstation Mobile. Whether you're starting a new hobby or considering a career in game development, Learn 2D Game Development with C# is the ideal place to start.