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Nota di contenuto	""Contents at a Glance""; ""Contents""; ""About the Authors""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Introducing 2D Game Development in C# ""; ""Downloading and Installing Development Tools""; ""Download and install the IDE: Visual Studio Express""; ""Download and install the game SDK: MonoGame Framework""; ""Download and install the asset builder: XNB Builder""; ""What Is Covered in This Book?""; ""What Is Not Covered in This Book?""; ""Technology References""; ""Chapter 2: Getting to Know the MonoGame Framework"" ""The Visual Studio Development Environment""""Creating a MonoGame project in Visual Studio""; ""Troubleshooting: For Windows 8 machines only""; ""Troubleshooting: OpenGL error""; ""The Visual Studio layout and Solution Explorer""; ""The relationship between the file system and Solution Explorer""; ""Understanding the MonoGame Framework""; ""The Microsoft.Xna.Framework.Game Class""; ""Adding, Drawing, and Controlling Content""; ""The Draw and Control project""; ""Creating the Draw and Control project""; ""Wrapping Game Controller with the Keyboard""; ""The Input Wrapper project""

""Creating the Input Wrapper project""""Summary""; ""Quick Reference""; ""Chapter 3: 2D Graphics, Coordinates, and Game State""; ""Introduction""; ""The Game Window""; ""The Game Window Size project""; ""Modifying the game window""; ""Textured Primitives""; ""The Textured Primitive project""; ""Creating the TexturedPrimitive class""; ""Adding TexturedPrimitive functionality and behavior""; ""Using the TexturedPrimitive class""; ""Observations""; ""Coordinate System and Camera""; ""The User-Defined Coordinate System project""; ""Understanding pixel space and user-defined space"" ""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"" ""Creating the game state object""""Modifying Game1 to support the game state""; ""Summary""; ""Quick Reference""; ""Chapter 4: Getting Things Moving""; ""Rotating textures""; ""The Rotate Textured Primitive project""; ""Modifying the TexturedPrimitive class""; ""Modifying the GameState class""; ""Observing and testing the results""; ""Vectors""; ""Vector review""; ""The Show Vector project""; ""Creating the ShowVector class""; ""Modifying the GameState class""; ""Front direction""; ""The Front Direction project""; ""Modifying the GameState class""; ""Observing the results""; ""Game objects"" ""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.
