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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1:Introducing XNA Game Studio; Overview of the games; System requirements; Installing XNA Game Studio; Time for action - installing XNA Game Studio; Building your first game; Time for action - creating a new Windows game project; Anatomy of an XNA game; The declarations area; Time for action - adding variables to the class declaration area; The Game1 class constructor; The Initialize() method; Time for action - customizing the Initialize() method; The LoadContent() method Time for action - creating the squareTextureThe Update() method; Time for action - coding Update() for SquareChase; The Draw() method; Time for action - draw SquareChase!; Time for action - play SquareChase!; Summary; Chapter 2:Flood Control - Underwater Puzzling; Designing a puzzle game; Time for action - set up the Flood Control project; Introducing the Content Pipeline; Time for action - reading textures into memory; Sprites and sprite sheets; Classes used in Flood Control; The GamePiece class; Identifying a GamePiece; Time for action - build a GamePiece class - declarations Creating a GamePieceTime for action - building a GamePiece class: constructors; Updating a GamePiece; Time for action - GamePiece class methods - part 1 - updating; Rotating pieces; Time for action - GamePiece class methods - part 2 - rotation; Pipe connectors; Time for

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Time for action - drawing the screen - the play screenKeeping score; Time for action - scores and scoring chains; Input handling; Time for action - handling mouse input; Letting the player play!; Time for action - letting the player play; Play the game; Summary; Chapter 3:Flood Control - Smoothing Out the Rough Edges; Animated pieces; Classes for animated pieces; Time for action -rotating pieces; Time for action - falling pieces; Time for action -fading pieces; Managing animated pieces; Time for action - updating GameBoard to support animated; pieces; Fading pieces
Time for action - generating fading pieces

Sommario/riassunto	Create your own exciting games with Microsoft XNA 4.0