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Great book for those not familiar with XNA game programming. I also took the Author's Coursera course on beginning game development and found the book to be very helpful. Read more. Helpful. Comment Report abuse. Russ. 4.0 out of 5 stars Good book. Easy to follow.

Amazon.com: Beginning C# Programming with XNA Game Studio ...

In this book you'll learn the basics of programming using the C# programming language. While we admit we love to program just about anything, developing games is one of the coolest things of all. Most of the examples in this book are related to game development using XNA Game Studio.

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Beginning XNA 3.0 Game Programming

Beginning C++ Game Programming. By Packt Publishing. This is the code repository for Beginning C++ Game Programming, published by Packt Publishing.It contains all the required files to run the code. This book is for those who have no C++ programming knowledge whatsoever and want to learn to build games or just use games as a more engaging way to learn C++.

GitHub - PacktPublishing/Beginning-Cpp-Game-Programming

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Although XNA is on it's way out, this book is still a great foundation in a lot of the basics of game programming and should be transferable to other IDEs. Also is full of my type of silly humor. I picked it up during Dr. T's coursera course and found the more in depth discussion of the book to be beneficial overall.

Amazon.com: Customer reviews: Beginning C# Programming ...

Okay, start up the IDE, click New Project ..., and click on the XNA Game Studio 4.0 subfolder in the Installed Templates area of the pane on the left. Click the Windows Game (4.0) icon in the Templates pane, change the Name to whatever name you want to call the project, set the location where you'd like the project to be saved, and click OK.

Chapter 5. XNA Basics - Burning Teddy

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