


OBJECTIVE

understand graphics 3.2A

PLAN FOR GAME STATE

SCENARIO: Wingtip Toys is launching a new promotional giveaway to its customers who order a minimum of \$50 in video games from their new online store. Customers will receive a free download of the Catapult Wars game if they meet this minimum requirement. However, you would like to make it more profitable for the company by offering different levels of the game. To be able to enhance Catapult Wars to the level you would like, there are a few concepts to review.

1. **The content pipeline is designed to help the designer:**
 - a. Keep track of the game state.
 - b. Include art assets in a game easily and automatically.
 - c. Manage the Heads-up-display (HUD) for the game.
2. **What is a Boolean variable?**
 - a. A variable that represents either true or false.
 - b. A variable used for decimals.
 - c. A variable used for saving game data.
3. **What are the three states in gameplay?**
 - a. Load and Update, Initialize, Draw
 - b. Load, Update, and Draw
 - c. Load, Initialize, and Draw

HINT 

The content pipeline starts at build time and converts the original file format to data that XNA can decipher.

Answers

1. The content pipeline is designed to help the designer:
 - b. **Include art assets in your game easily and automatically.**
2. What is a Boolean variable?
 - a. **A variable that represents either true or false.**
3. What are the three states in gameplay?
 - b. **Load, Update, and Draw**

Essential details

- In the **Load** method, all images and other pertinent information are loaded into the game before gameplay begins.
- In the **Initialize** method, all variables are initialized.
- The **Draw** method is called 60 times per second and draws all content to the screen.
- A **Boolean variable** is a variable that is set to be either true or false.
- **Game state** consists of a description of an object at a given point in time in a game.
- **Gametime** is an XNA® class that has a snapshot of the game timing state expressed in values that can be used by variable-step (real time) or fixed-step (game time) games.
- The **XNA Content Pipeline** is a set of content importers and processors, integrated into the development environment, which provides an easy and flexible way to import, load, process and use three-dimensional (3-D) models, textures, images, sounds, and other assets in your game.

FAST TRACK HELP

- **Exercise 1: Basic XNA Framework Game with Game State Management**
http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnalab_topic2
- **Game State Management**
http://create.msdn.com/en-US/education/catalog/sample/game_state_management
- **XNA: Game Development - Loading Content Into Your Game (video)**
<http://channel9.msdn.com/Blogs/The-XNA-Show/XNA-Game-Development-Loading-Content-Into-Your-Game>

