

MTA 98-374
GAMING
DEVELOPMENT
FUNDAMENTALS



OBJECTIVE 1

Understand Game Design

IN THIS CHAPTER

- 1.1 Differentiate among game types
- 1.2 Differentiate among game genres
- 1.3 Understand player motivation
- 1.4 Design the user interface
- 1.5 Understand components
- 1.6 Capture user data
- 1.7A Work with XNA
- 1.7B Work with XNA



