

POST-CLASS LEARNING AND PRACTICE 3.3: DRAW OBJECTS

Lesson Objective: 3.3:

Draw objects. *Topics:* 2-D graphics.

Additional learning resources:

MSDN:

Drawing Text with Spritefont: <http://msdn.microsoft.com/en-us/library/bb447673.aspx>

2D Game Development Tutorial: http://create.msdn.com/en-US/education/tutorial/2dgame/getting_started

Displaying a 3D Model on the Screen: <http://msdn.microsoft.com/en-us/library/bb197293.aspx>

Other resources (books, e-reference):

Game Creation with XNA®/3D Development/Shaders and Effects:

http://en.wikibooks.org/wiki/Game_Creation_with_XNA/3D_Development/Shaders_and_Effects

2D XNA Tutorials: <http://rbwhitaker.wikidot.com/2d-tutorials>

3D XNA Tutorials: Using 3D Models: <http://rbwhitaker.wikidot.com/using-3d-models>

Resources, software, and additional files needed for this lesson:

1. A workstation with Microsoft Office 2007® or 2010 installed
2. Microsoft Visual Studio 2010® and XNA 4.0
3. Internet access

Student Activity:

Directions to the student:

1. Read the following scenario. Complete the hands-on activities. Note that the screenshots in the activity may appear differently from your system. Upon completion of the tutorial, answer the reflection questions below.
2. After you complete the tutorial, save your project to your flash drive to turn in to your instructor.
3. Answer the questions below.

Scenario:

Trey Research is entering the education game market. In addition to several 3-D games, they are planning a few 2-D games, including a simple maze game in which the user controls a simple arrow that moves from letter to letter in alphabetical order. Iliana Simbaeva has been asked to lead the 2-D game team. She has assigned the newest game developers to practice their 2-D graphic skills with a MSDN® Library tutorial.

Content:

2D Game Development Tutorial

http://create.msdn.com/en-US/education/tutorial/2dgame/getting_started

1. Summarize the steps you completed to finish the tutorial.
2. Did you have any problems? If so, how did you solve them?
3. What variable do you use to create 2-D graphics?
4. Explain in your own words how to add the model to the solution and draw the model to the screen.
5. Why is this information important to game designers?

KEY 3.3: DRAW OBJECTS

Content:

1. Answers will vary.
2. Answers will vary.
3. Answers will vary.
4. Answers will vary.
5. Answers will vary.