

POST-CLASS STUDENT ACTIVITY 1.7B: WORK WITH XNA

Lesson Objective 1.7:

Work with XNA®. *Topics:* work with XNA hierarchy (initialization, update loop, drawing).

Additional learning resources:

MSDN®:

XNA Game Studio: <http://msdn.microsoft.com/en-us/library/cc178930.aspx>

Other resources (books, e-reference):

Miles, Rob. Microsoft XNA Game Studio 4.0: Learn Programming Now! (Redmond: Microsoft Press, 2011)

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

1. None

Student activity:

Directions to the student:

Complete the three short tutorials on the link provided using XNA Game Studio. Upon completion of the tutorial and the project, answer the reflection questions below.

Scenario:

During Marc's research on the XNA Framework Game Class, he discovered a tutorial on adding game assets to an XNA project. Marc has decided to practice his skills by following the steps of the tutorial as a way to reinforce his skills and knowledge on the topic.

How to: Add Game Assets to a Content Project

[http://msdn.microsoft.com/en-us/library/bb313966\(v=XNAGameStudio.40\).aspx](http://msdn.microsoft.com/en-us/library/bb313966(v=XNAGameStudio.40).aspx)

Content:

1. Summarize the steps you completed to create the project shown in the tutorial.
2. Did you have any problems creating the project? If so, how did you solve them?
3. What did you learn by completing the tutorial?
4. How does what you learned relate to the objective of this lesson?

KEY 1.7B: WORK WITH XNA

Content:

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