

OBJECTIVE

understand game design 1.7A

WORK WITH XNA

SCENARIO: Cristina Potra is studying game design at Graphic Design Institute. She has passed several classes in game design and now is taking the next course, *Introduction to Game Programming with XNA*. Cristina is particularly excited about this course because she loves playing Xbox 360 games and now she will be able to create her own game for the Xbox®. She has it all planned out in her head. Her friends will be so envious!

One of the first steps in creating an XNA® game is to plan the structure of the game and determine which of the built-in XNA methods and tools will be useful in producing the project.

1. The ***LoadContent*** method is used to:
 - a. Load images
 - b. Load sounds
 - c. Both
2. Which of the following methods will be called more than once per game execution?
 - a. *Initialize*
 - b. *LoadContent*
 - c. *Update*
3. Which tool is used to create an audio project?
 - a. The XNA Game Studio Device Center
 - b. XACT
 - c. The XNA Framework Remote Performance Monitor



Answers

1. The *LoadContent* method is used to:
c. **Both.** *LoadContent* also loads videos and fonts.
2. Which of the following methods will be called more than once per game execution?
c. **Update.** A standard XNA game will call Update 60 times per second.
3. Which tool is used to create an audio project?
b. **XACT.** The Cross-Platform Audio Creation Tool (XACT) is used to create audio projects.

Essential details

- An **Integrated Development Environment (IDE)** is a system for supporting the process of writing software. Such a system may include a syntax-directed editor, graphical tools for program entry, and integrated support for compiling and running the program and relating compilation errors back to the source.
- **Visual Studio®** is an IDE for use with the .NET Framework.
- A **Software Developers Kit (SDK)** is software provided by a hardware or software vendor to enable other developers to create software for their products.
- **XNA Game Studio** is a framework of code and a runtime environment for game development.
- The **Cross-Platform Audio Creation Tool (XACT)** is a system for creating, organizing, and playing audio.

FAST TRACK HELP

- **XNA Game Studio**
<http://msdn.microsoft.com/en-us/library/cc178930.aspx>
- **Miles, Rob.** *Microsoft XNA Game Studio 4.0: Learn Programming Now!*
(Redmond: Microsoft Press, 2011)

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