

POST-CLASS LEARNING AND PRACTICE 3.2A: GAME STATE MANAGEMENT

Lesson Objective 3.2:

Game state management. *Topics:* understanding games' main loop (input/update/render), understanding the flow of a game, loading, menus, save-load.

Additional learning resources:

MSDN®:

Exercise 1: Basic XNA® Framework Game with Game State Management:

http://msdn.microsoft.com/en-us/wp7trainingcourse_2dgamedevelopmentwithxnalab_topic2

How Do I: Use XNA for Game State Management in a Windows Phone 7® Application?:

<http://msdn.microsoft.com/en-us/Video/gg258447>

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>

Other resources (books, e-reference):

Create a Flow Chart: <http://office.microsoft.com/en-us/word-help/create-a-flow-chart-HA010338012.aspx>

The State of Things:

<http://www.xnadevelopment.com/tutorials/thestateofthings/thestateofthings.shtml>

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

1. Microsoft Visual Studio 2010® and XNA 4.0 (includes Windows Phone Developer Tools)
2. Internet access
3. Catapult Wars: <http://msdn.microsoft.com/en-us/gg266460>

Student Activity:

Directions to the student:

Read the following scenario. Complete Exercise 1 of the tutorial “Catapult Wars”—Exercise 1: Basic XNA Framework Game with Game State Management. Show the completed game to your instructor and respond to the questions below.

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. Your team has been selected to create Catapult Wars.

Catapult Wars

<http://msdn.microsoft.com/en-us/gg266460>

Content:

1. Name and describe the four game states in the Catapult Wars.
2. Did you have any problems building the sample projects? If so, how did you solve them?
3. What did you learn through this project that can be applied to another game design project?
4. How does what you learned relate to the objective of this lesson?

KEY 3.2A: GAME STATE MANAGEMENT

Content:

1. Name and describe the four game states in the Catapult Wars.
 - Main menu (*MainMenuScreen* class)
 - Instructions screen (*InstructionScreen* class)
 - Playing the game (*GameplayScreen* class)
 - Paused (*PauseScreen* class)
2. Did you have any problems building the sample projects? If so, how did you solve them?
Answer will vary.
3. What did you learn through this project that can be applied to another game design project?
Answer will vary.
4. How does what you learned relate to the objective of this lesson?
Answer will vary.