POST-CLASS STUDENT ACTIVITY 4.3: WORK WITH COLLISIONS

Lesson Objective 4.3:

Work with collisions. *Topics:* rectangle and per pixel collisions, collision detection, collision response, and fundamentals of physics simulation.

Additional learning resources:

MSDN®:

Tutorial 5: 3D Transformation: http://msdn.microsoft.com/en-us/library/ff729722

App Hub: http://create.msdn.com/en-us/education/gamedevelopment

Getting Started with XNA® Game Studio: http://msdn.microsoft.com/en-s/library/bb203894(v=XNAGameStudio.31).aspx

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, Wash.: Microsoft Press, 2011).

Riemer's 2D & 3D XNA: *http://www.riemers.net/*.

XNA Game Development: *http://www.xnadevelopment.com/tutorials.shtml*.

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

1. None

Student Activity:

Directions to the student:

Read the following scenario. Select one of the resources listed in the "Additional learning resources" section at the top of this document. Explore the resource.

Scenario:

Bonnie Kearney is enjoying her video game design class. In the current unit, the professor is teaching animation collisions. Her next XNA game design assignment requires that she monitor closely any collisions in the game world. The game is an animated bicycle race in which the user has to avoid the other bicycles and obstacles on the track.

Content:

Create a list of topics and specific pages that could be useful to the game designer described in the scenario. Include a short description of what the designer would expect to find on various pages.

KEY 4.3: WORK WITH COLLISIONS

Content:

Answers will vary.