

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

Lesson Objective 3.2:

Game state management. *Topics: scene hierarchy engine, gametime to handle frame rate variations, understanding games' main loop (input/update/render), graphics pipeline; 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

Exercise 2: Game Polish and Menus: <http://msdn.microsoft.com/en-us/gg266475>

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

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

Other resources (books, e-reference):

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
2. Internet access
3. Catapult Wars: <http://msdn.microsoft.com/en-us/gg266460>

Student Activity:

Directions to the student:

1. Read the following scenario. Complete Exercise 2 of the tutorial "Catapult Wars" Exercise 2: Game polish and menus. Read the summary.
2. 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. Summarize the steps in completing the tutorial
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 3.2B: GAME STATE MANAGEMENT

Content:

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