

IN-CLASS STUDENT ACTIVITY 1.7A: WORK WITH XNA

Lesson Objective 1.7:

Work with XNA®. *Topics:* understanding the architecture of an XNA game; using built-in XNA tools.

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

1. None

Guiding questions:

1. How is an XNA game structured?
2. How are built-in XNA tools used?

Student activity:

Directions to the student:

Read the following scenario and respond to the situation presented. Verify your answers with the instructor. Request assistance from the instructor as needed. Share your ideas with the class.

Scenario:

Martha is preparing to work with a new employee who has extensive experience in development, but not in game development. Her supervisor has asked her to help the new employee gain skills and knowledge with XNA Game Studio. She has decided that the first step should be a discussion and demonstration of the five methods that make up an XNA game template.

Content:

List the names of the five methods that make up the template for an XNA game. Describe what each method does and how many times per game each one is called.