

POST-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.

Additional learning resources:

MSDN®:

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: Microsoft Press, 2011)

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

1. None

Student activity:

Directions to the student:

Read the following scenario and report your findings.

Scenario:

Marc knows that XNA Game Studio is a rich environment of classes and methods for game developers. The XNA Framework Game Class provides a game loop for initializing, updating and exiting a game. He discovered additional information about all of the classes and methods on line at:

http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.game_members.aspx. As a promising young game designer, he has decided to become familiar with the site for reference and advanced learning.

Content:

1. Visit http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.game_members.aspx to learn more about members of the Game Class.
2. Click each of the following methods on the web page.

3. Complete the chart.

| <i>Method</i> | <i>Namespace</i> | <i>Syntax</i> |
|----------------------|------------------|---------------|
| <i>Initialize</i> | | |
| <i>LoadContent</i> | | |
| <i>UnloadContent</i> | | |
| <i>Update</i> | | |
| <i>Draw</i> | | |

KEY 1.7A: WORK WITH XNA

Content:

| <i>Method</i> | <i>Namespace</i> | <i>Syntax</i> |
|----------------------|-------------------------|--|
| <i>Initialize</i> | Microsoft.Xna.Framework | <code>protected virtual void Initialize ()</code> |
| <i>LoadContent</i> | Microsoft.Xna.Framework | <code>protected virtual void LoadContent ()</code> |
| <i>UnloadContent</i> | Microsoft.Xna.Framework | <code>protected virtual void UnloadContent ()</code> |
| <i>Update</i> | Microsoft.Xna.Framework | <code>protected virtual void Update (GameTime gameTime)</code> |
| <i>Draw</i> | Microsoft.Xna.Framework | <code>protected virtual void Draw (GameTime gameTime)</code> |