

Getting Started with XNA



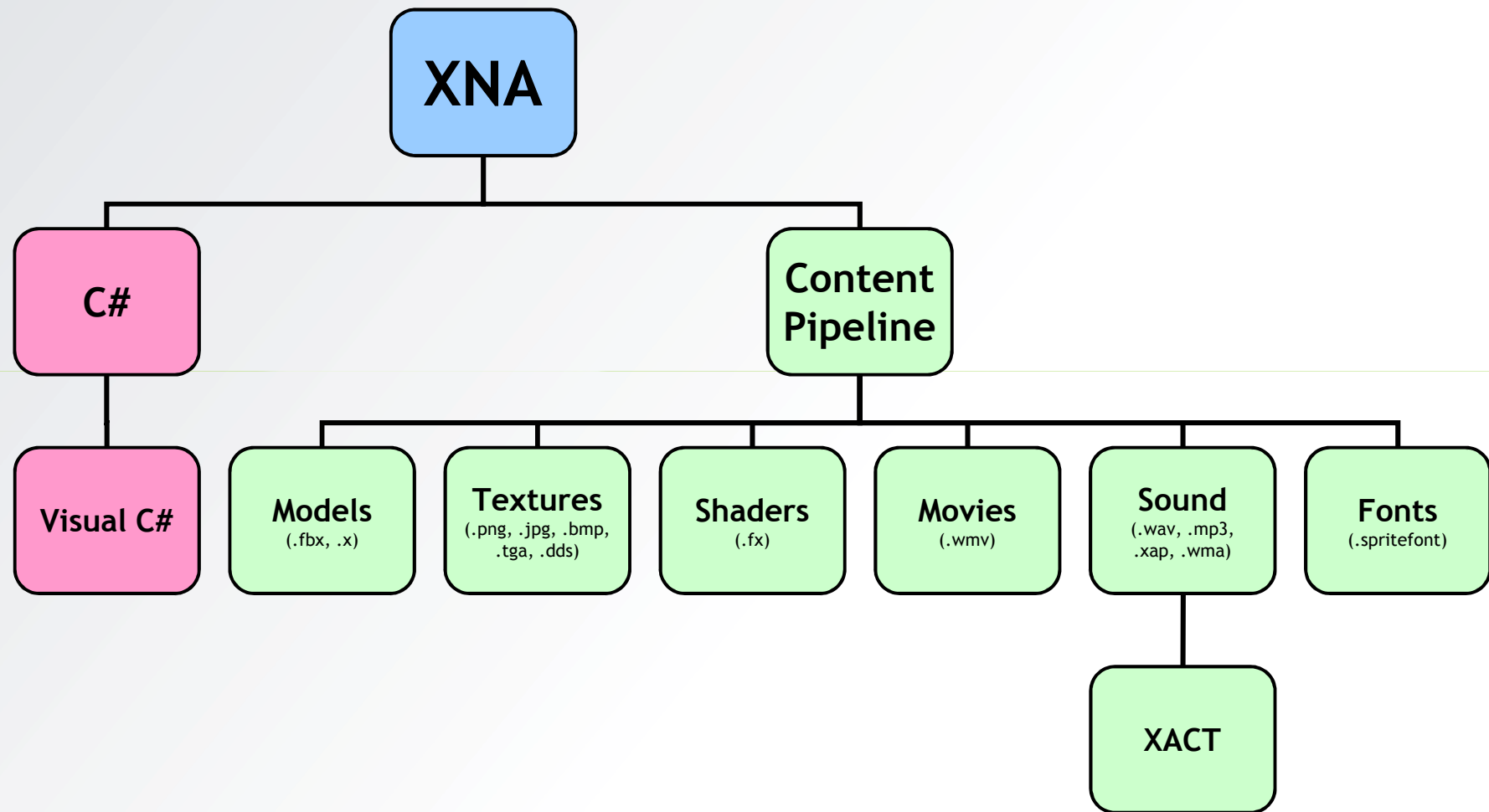
Microsoft®

What is XNA?

- Add on to Microsoft Visual C#
 - Also works with Microsoft Visual C# Express (free version)

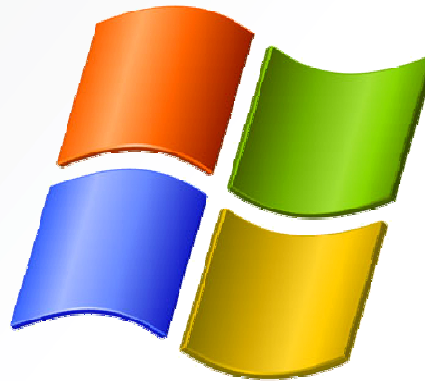


What is XNA?



Where is XNA?

- Platforms:
 - Windows
 - Xbox 360
 - Zune



Where is XNA?

- Distribution:
 - PC Games Distribution
 - Xbox Live Indie Games



Cost of XNA?

- XNA development tools **FREE**
- Visual C# Express **FREE**
- Develop for Windows **FREE**
- Develop for Zune **FREE**
- Develop for Xbox 360 **\$49 USD/4 months**
\$99 USD/year



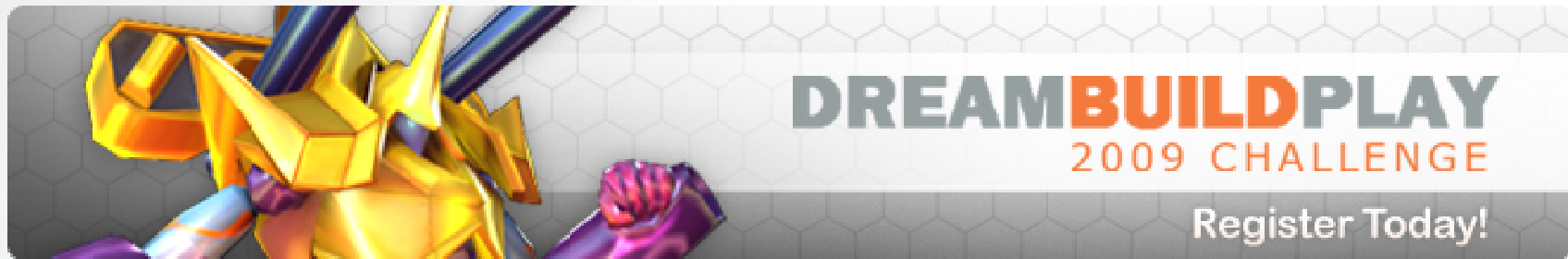
Pros

- “Compile” time (10x - 50x C++)
- Customizable content pipeline
- Multi-platform
(Windows, Xbox 360, Zune)
- Supports Xbox Live Avatars
- Simple API
 - ~40 lines to create a window and draw a texture with DirectX



Pros

- Good support via <http://creators.xna.com>
- Community Playtest
- Distribution Channel
- \$70,000 USD Dream Build Play Competition

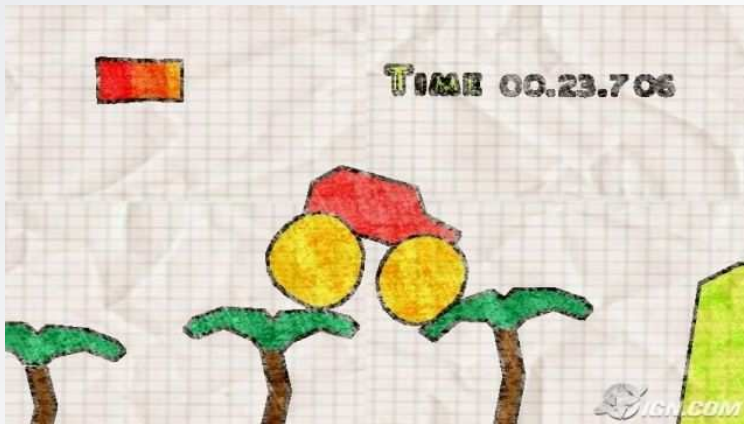


Cons

- C++ is a more popular language for professional games engine development
 - C# is used a fair amount in tools development
- Garbage collection can be slow if not addressed
- Not available on PS3 or Wii or Mac
- No scripting language or UI support

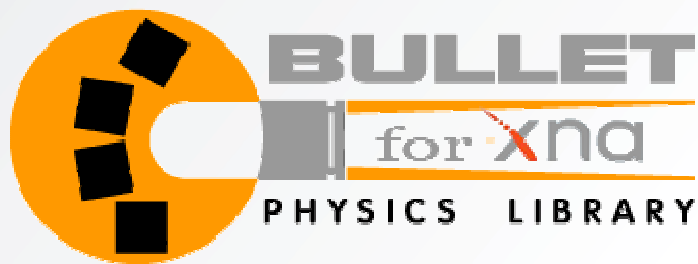
2D Physics

- Farseer
- Chipmunk
- Jello Physics



3D Physics

- JigLibX
- BulletX
- Oops! Framework



Oops! Framework

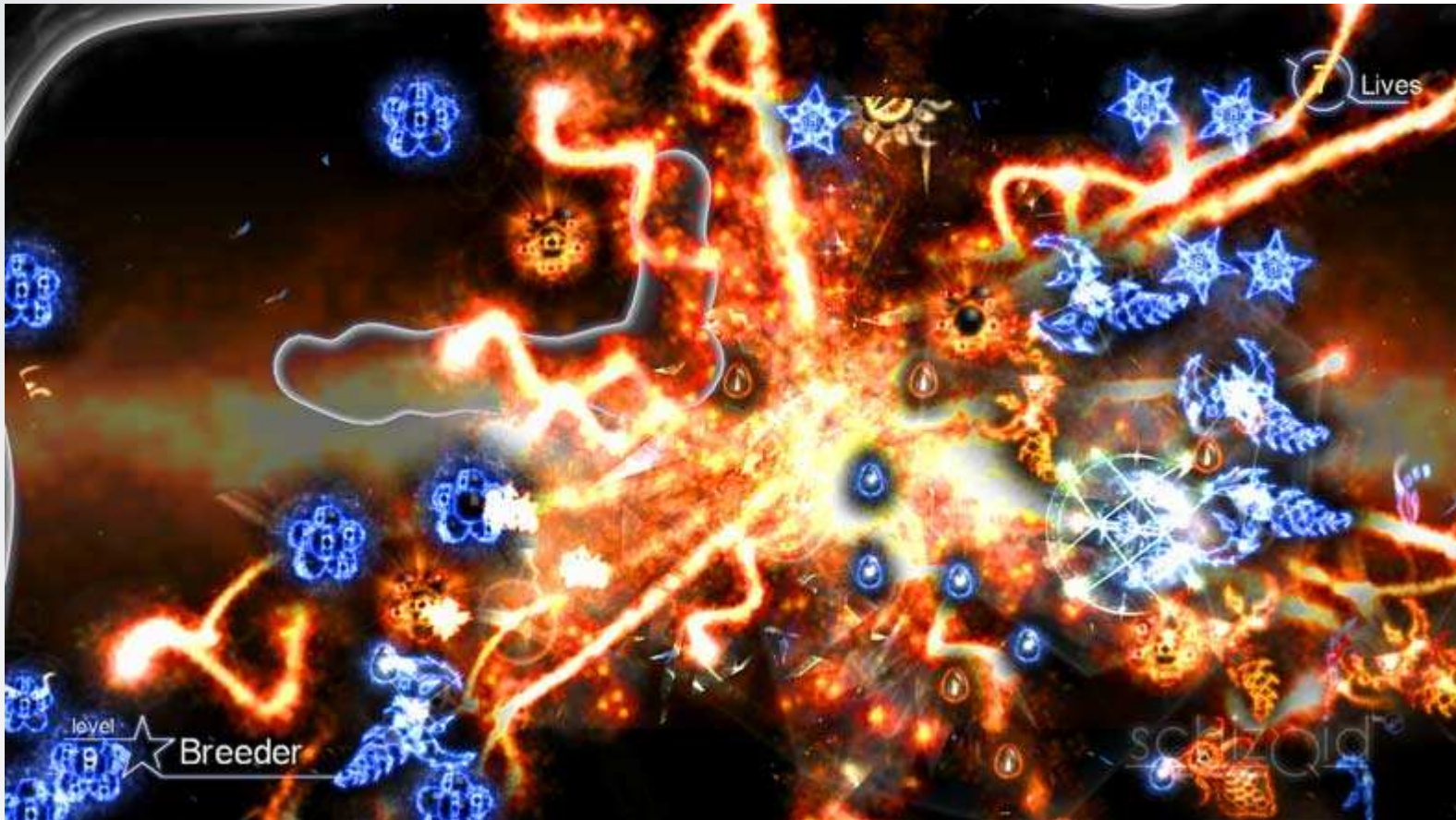
Game Engines

- Torque X
- FlatRedBall
- Visual3d.NET
- Synapse Gaming



Commercial Games (XBLA)

- Schizoid



Commercial Games (XBLA)

- The Dishwasher: Dead Samurai (Winner DBP2007)



Commercial Games (XBLA)

- Blazing Birds (Winner DBP2007)



Commercial Games (XBLA)

- YoHo Kablammo (Runner Up DBP2007)



Commercial Games (XBLA)

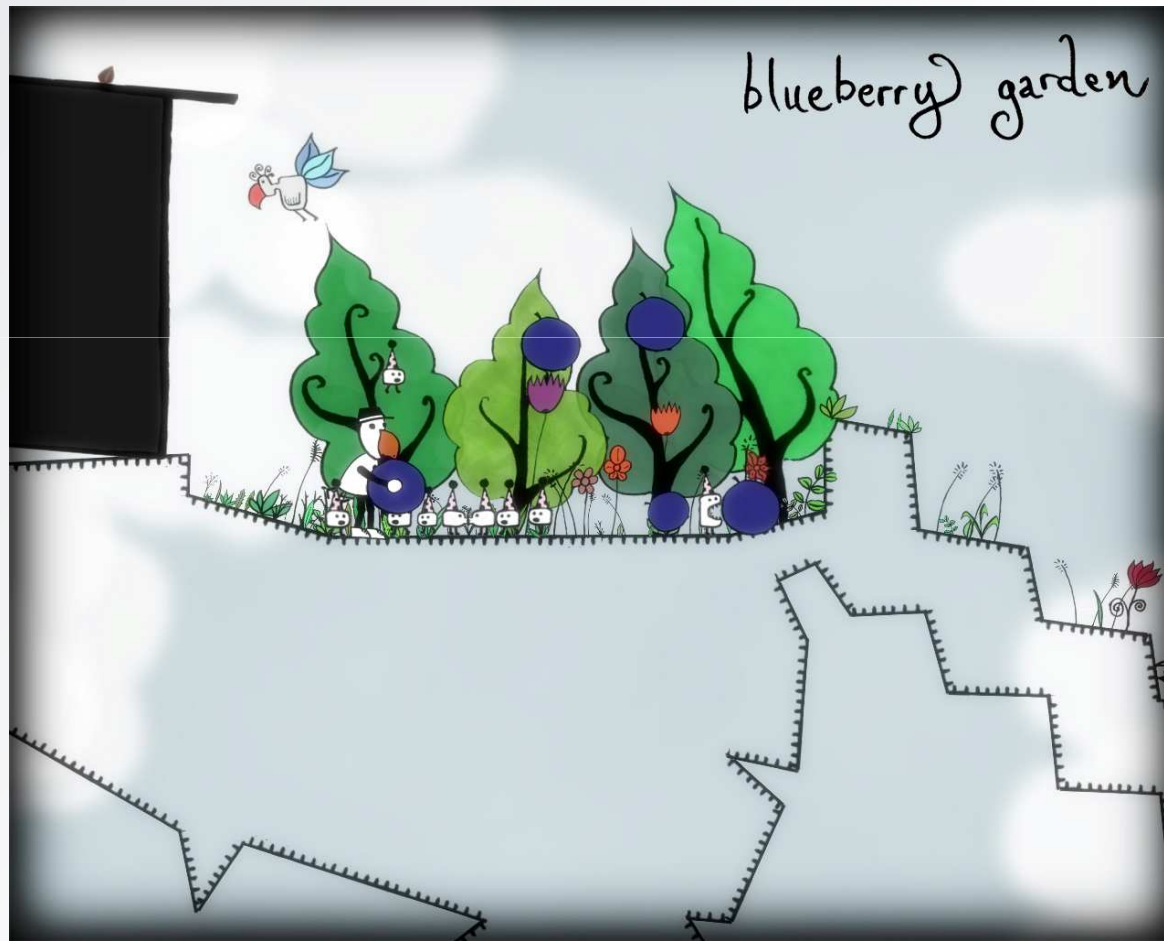
- Rocket Riot



Other Games

- Blueberry Garden

(IGF 2009 Seamus McNally Grand Prize Winner)



Other Games

- CarneyVale: Showtime
(DBP 2008 Winner, Xbox Indie Games)



Other Games

- **Weapon of Choice**
(DBP 2008 Runner Up, Xbox Indie Games)

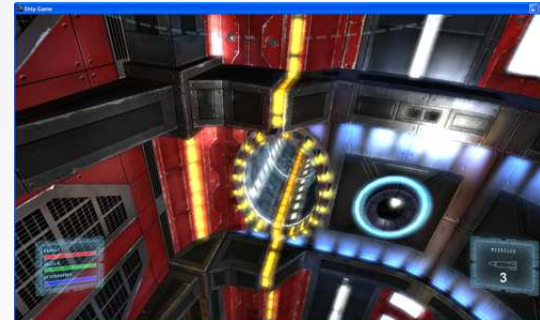


Basic Examples

- DrawTexture (36 lines of code)
- DrawModel (51 lines of code)

Starter Kits

- Marblots
- Platformer
- SpaceWar
- Ship
- Role-Playing
- Racing



Links

- Creators Club: <http://creators.xna.com>
- ZiggyWare: <http://www.ziggyware.com>