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Development

Coolpot XNA Game

Mario Bros XNA 4 0

Building Games with

MonoGame XNA 2d

Animation Tutorial

learning XNA ,

completed game

Welcome To XNA

Game Studio 4.0 XNA

my first game V1

Xbox 360 Indie Game

Design Using XNA

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~~Chris Gardner~~

~~Zombiesmashers XNA~~

~~- broken~~

~~Postprocessing First~~

~~3D Game Character~~

~~with XNA 4.0 XNA 4~~

~~Performance and~~

~~Memory Virtual~~

~~Compass for XNA 4.0~~

~~XNA Planet Renderer~~

~~-Terrain /u0026-~~

~~Ocean XNA RPG 2.5D~~

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Demo! ~~XNA 4.0 -
What is SpriteBatch?~~

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XNA 4.0 Game

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Example takes a more
practical or functional
approach, explaining

XNA by showing you

how to make four

separate games. As

well as teaching you

new concepts, the

book helps you

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Practice making

games. If you want to go further after

reading either of

those, check out XNA

Game Studio 4.0

Programming. It goes

much deeper into

XNA, and contains

advanced material

that you'll need to

know if you want to

be a serious XNA

developer.

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~~How to Learn XNA~~

~~Game Development~~

~~Envato Tuts+~~

16 and 17 focus on

developing games for

the Xbox 360 and

Windows Phone 7,

respectively. The first

portion of the book

takes the reader

through changes in

XNA 4.0 and the

development of a 2D

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game. Here are the

chapters that
compose this part:

Chapter 1, What 's
New in XNA 4.0?

Takes the reader
through the major
changes in XNA 4.0
from previous ...

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Learn C#, using XNA

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as a stepping stone.

It's right now the most promising high level language for

game development. It

can be used in Unity

(all platforms but

Linux and WP7), XNA

(all Microsoft

platforms), Silverlight

(Windows 8, web and

WP7, possibly Xbox

soon), PlayStation

Suite (PS3, Vita,

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Xperia) and there's
Mono for all ...

Development

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XNA for Game

Development. Is it
worth ...

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I recommend to use

XNA 4.0. Sure you

can probably do

everything with 3.1

what you can do with

4.0, but it has

advanced quite a bit.

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Additionally to your references you might also want to take a look at Shawn

Hargreaves' blog, for example at this post: Breaking Changes in XNA Game Studio 4.0.

Or basically you can just check out the months March ...

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~~XNA 3.1 Vs XNA 4.0~~

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Windows Phone

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When the New
Project window
appears, select Visual
C# XNA Game

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Studio 4.0 in the menu tree on the left side of the window, and then select

Windows Game 4.0 for the template on the right side of the window.

~~9. 3D Game~~

~~Development~~

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~~[Book]~~

This hands-on book

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will get you started with Microsoft's XNA 4.0 development framework right away -- even if you have no experience developing games. Although XNA

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He has built games
for everything from
the Commodore 64 to
the Xbox 360. He is
the owner of

xnareources.com,

and the author of

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Edition, both of which

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