



XNA 4.0 Game Development by Example: Beginner's Guide - Visual Basic Edition

Kurt Jaegers

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This book is a step-by-step tutorial that includes complete source code for all of the games covered. It adopts an engaging style to teach all the game development concepts. Each block of code is explained, and game development concepts are diagrammed and covered in detail. Each game begins with a concept description and concludes with suggestions for expanding on the finished game. If you are an aspiring game developer who wants to take a shot at creating games for the Microsoft Windows platform with the XNA Framework, then this book is for you. Using this book, you can get started with creating games without any game development experience. A basic knowledge of Visual Basic would be needed to kickstart your game development.

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