

Learning XNA 3.0: XNA 3.0 Game Development for the PC, Xbox 360, and Zune

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By Aaron Reed

Game Development for the PC, Xbox 360, and Zune



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have been a hack programmer for close to 30 years started with the Apple VIC 20 and the Commodore 64 I've written a few small games over the years in basic and one in C after reading Andre LaMothe's wonderful books on game programming I am pretty proficient in Visual Basic .NET I write and sell CR Do you have what it takes to become a game developer With this hands on book you'll learn quickly and easily how to develop computer games with Microsoft's XNA 3.0 framework not just for your PC but for Xbox 360 and the Microsoft Zune as well Written by an experienced university level game development instructor Learning XNA 3.0 walks you through the framework in a clear and understandable step by step format Each chapter offers a self-co About the Author Aaron Reed has extensive software development experience and more importantly experience in software development education Since 2004 he has taught courses at Neumont University in .NET web development and web services XNA systems des

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