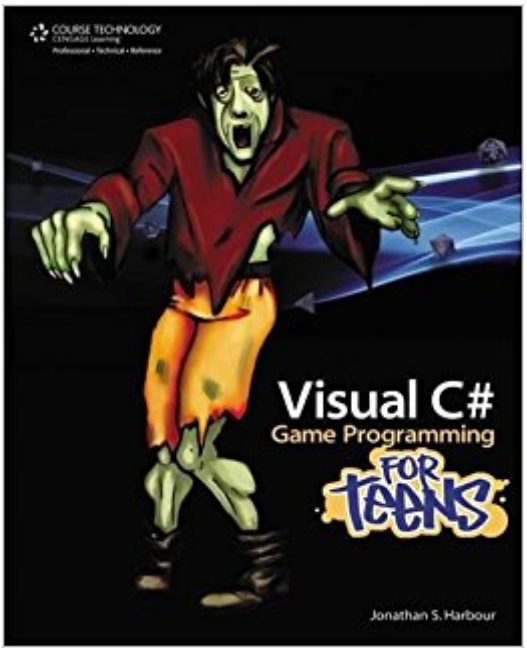
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Visual C# Game Programming For Teens



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Synopsis

Learn how to create your own fully functioning role-playing game (RPG) with VISUAL C# GAME PROGRAMMING FOR TEENS! A true beginner's guide, the book covers each essential step for creating your own complete RPG using Windows Forms and GDI+, including a tiled scroller, game editors, and scripting. While some experience with Visual C# is helpful, this book is an introductory guide for readers who are new to programming or new to programming for games and want to learn the basics of RPG game mechanics. You will learn by studying the short examples in each chapter, building the complete RPG called Dungeon Crawler as you move from one chapter to the next, with new features and game play elements added in each new chapter. Along the way you'll discover how to load and draw bitmaps, create sprites, render a game world, keep track of inventory and character stats, and build tools including a level editor, character editor, item editor, and monster editor. And the finished Dungeon Crawler game includes all the source code and tools you'll need to make your own awesome RPGs with loads of cool features and functionality.

Book Information

Series: For Teens

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Average Customer Review: 3.0 out of 5 stars 15 customer reviews

Best Sellers Rank: #1,678,611 in Books (See Top 100 in Books) #44 inÃ Â Books > Teens > Education & Reference > Science & Technology > Computers > Programming #70 inÃ Â Books > Teens > Hobbies & Games > Games & Activities > Computer & Video Games #215 inÃ Â Books > Children's Books > Computers & Technology > Programming

Age Range: 12 - 17 years

Grade Level: 8 - 12

Customer Reviews

Features of Visual C# Game Programming for Teens Uses the latest version of Visual C# programming language. Uses step-by-step tutorials for hands-on practice of new skills. Shows the

reader how to create a complete role-playing game. Written for teens and beginners. "Note," "Tip," "Hint," and "Definition" boxes throughout the text offer additional info from the author. Book Contents The book is divided into three major parts. "Part I, Dungeon Prerequisites" includes five chapters that form the foundation of the role-playing game that is developed in the book. These chapters cover subjects like Windows Forms, bitmaps, sprite animation, user input, collision detection, and sound effects. "Part II, Building the Dungeon" includes four chapters devoted to building the game engine components needed to manage and render dungeon levels. The core of this rendering system is a tiled scroller and a level editor. "Part III, Exploring the Dungeon" includes six chapters that develop all of the gameplay components of the engine that make the Dungeon Crawler game truly playable. This part offers additional game editors and classes that make it possible to fight monsters, pick up treasure, manage the player's inventory and equipped gear, gain experience and level up, and talk with NPCs.

1. Structure and Process of Supervision. 2. Supervision Models: Psychotherapy-based Non-Psychotherapy-based. 3. Effective Supervision. 4. Supervisor. Gender and Perceived Stereotypes. Theoretical Orientation, Interaction and Learning Styles. BTI Types. Negative-Harmful Supervision. 5. Supervisee. Attachment Style. Self-presentation and Self-disclosure. Interaction and Learning Styles. Theoretical Orientation. Gender & Perceived Stereotypes. 6. Assessment of the Trainee. Knowledge and Skills. Personal Dynamics. Formal Assessment Tools. 7. Supervision Ethics. 8. Legal Aspects of Supervision in Psychotherapy. 9. Impacts of Culture and Diversity on the Supervisory Relationship and Process.

This is a great book for learning to write game programs, regardless of your age or level of experience.The author walks you through getting a fully functional game up and running on using just the stuff available in Visual Studio. C# is a modern and easy-to-use programming language, and the WinForms API provides great support for all the things a game program needs to do (obtain user input, load and display image files, load and play sound files, save and load game data in xml files, etc.)The level editor that you build in chapter 6 is worth the price of the book. Download the source code at the author's site if you are undecided.

This is an excellent book for beginning programmers but also useful for people who know C# and want to learn about the data structures and coding for creating RPGs. You don't have to be a teenager to learn something useful.

Good beginner C++ programing to interested teens!

The book is great as a stepping stone to get started programming your first game. It is also useful to people like myself, people with previous programming experience. However, the examples given do not work, and there is a lot of material the book refers to that does not exist or does not work. Most of the included code does not work unless you tweak the code a lot. That is fine by me, because I bought the book to use it for some motivation. However, newcomers to the language will be disappointed to have to go elsewhere to find working examples. The explanations are a bit vague, too, but they get the point across most of the time.The main reason I give this book a 3/5 is the author is not supportive of his readers' learning aptitudes. He refers you to his site to get the rest of the book's examples. The mentioned examples are missing from where you're supposed to go. Instead, you have to find them on his forum, where the examples are still incomplete. The book on its own also feels incomplete. Toward the end of the book, most readers will wonder where some of the examples mentioned are. The author admittedly never found time to make the examples. On his forum, he continues to string people along, saying that he included everything inside the book that was meant to be there. When people say they are missing something or can't find something, he does not help them. Instead, he says they are doing something wrong and is very vague and dismissive about all the support questions he gets. Many of the people on his forum have mentioned the same problems and continue to do so.Do not be scared away from this book, though! The stuff in the book is still great reading material. If you are a C# beginner, this book is perfect for you. It will show you many techniques that programmers may use to make a game, from tiles to ray casting to simple A.I. to basic RPG elements.This language isn't for everyone, however. I recommend you start with something simpler, like Flash or Game Maker, to get a feel for game development workflows before you start learning proper programming techniques. I also recommend you check out pocket reference guides for the languages you wish to learn, because they offer easy access to useful information and are very easy to carry around.

The book highlights the fact that it is for beginners yet leaves out very pertinent (some would argue critical) steps and instruction on how to even get set up and prepared for C# programming. The author makes mention of creating instance variables on the object form without talking about how the form(s) gets created, from what project, using what development environment?!From there it gets a little more scattered. Actual projects involving C# programming for the game environment are

deferred until Chapter 6 (at least in this edition). The author mentions that readers should have a solid grasp of the C# language, with the title stating it is a book for teens (a group many would consider to be beginners). It is quite a stretch to assume most teens have a solid grasp of the C# language, as well as being quite familiar with the Visual Studio environment, which the author nowhere in the book fully explains nor offers instruction in!Summing up: look for another book.fjm

The book definitely is not for teens or beginners. It explains very little of the process of creating a project in Visual C#. You have to be familiar with the interface of the tool. But that is not the only flaw of the book. Although some of the classes given in the book are good, they are confuse and it seems that the author lost his strength at the end of the book, because book ends and you do not have a functioning game at the end. Lots of things are lacking.Also, the double buffer strategy are very slow. My machine is not a high end machine, but it is above average, and the final version of the game runs very slow in it with some strange behaviors.It is a good atempt to describe a RPG game developed in Visual C# for a standard Windows application, but it is not a polished product that you could use in a serious game development.

This book implies it is great for beginners but require extensive programming experience.The examples do not provide step by step explanations but instead assume you already know how to engage the programming process. Do not buy this book if you are looking for a startup book.

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