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RPG PROGRAMMING WITH XNA GAME STUDIO 3.0 (PAPERBACK)



Wordware Publishing Inc., United States, 2009. Paperback. Condition: New. Language: English . Brand New Book. RPG Programming Using XNA Game Studio 3.0 Provides Detailed Information On Role-Playing Games (Rpgs) And How To Create Them Using Microsoft'S XNA Game Studio 3.0. The Book Examines The History Of The Genre And Takes A Piece-By-Piece Approach To Producing A 2D Tile-Based Game, Demonstrating How To Create The Various Components That Make Up An RPG And Implement Them Using C# And XNA Game Studio...

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- Authored by Jim Perry
- Released at 2009



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