Visual C# Game Programming for Teens

By Jonathan S. Harbour

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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.

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Editorial Review

Amazon.com Review

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.

Review
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.

From the Author
Source code for the projects in this book may be downloaded from these book resource locations:

- courseptr.com/downloads (search by author or book title)
- jharbour.com/forum (must create a free account first)

Users Review

From reader reviews:

Carissa Ware:

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Jamie Treat:

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