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Beginning C# Game Programming (Premier Press Game Development)

Ron Penton

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"Beginning C# Game Programming" approaches the topic of programming with C# for a total beginner, first easing the reader into the techniques of C#, and then slowly combining all of the information together enabling the reader to create a complete computer game. Divided into two comprehensive sections, this book first provides readers with the techniques and skills that they need to program with C#, including the basics of .NET and computer programming. The second section concentrates on programming for games. Readers will learn how to use C# to interface with DirectX 9 and will cover the basics of graphics, input, and sound.

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