99-2 Preliminary Syllabus, Da-Yeh Univ

Information

Title		Serial No. / ID	2456 / IFI3101
Dept.		School System / Class	3　3
Lecturer		Full or Part-time	
Required / Credit	Optinal / 3	Graduate Class	No
Time / Place	(　)678 / H708	Language	Chinese

Introduction

This course is designed to teach students on how to develop Windows games in Visual Studio 2010 (or later) using C# language. It will start with the introduction of the basic .Net components and use them to develop Windows games. The latest MS XNA gaming framework will be taught to help students to enter the gaming industry.

Outline

1. Introduction to C# language
2. Basic instructions and actor movements
3. Implementation of Windows games
4. Introduction to XNA
5. Mathematical requirements
6. Implementation of XNA games

Prerequisite

Windows Programming