

Chapter 1 : Beginning C# Programming with MonoGame - PDF Free Download - Fox eBook

This book accompanies the free MonoGame programming class found on Coursera. The companion series of the class and the book are an excellent introduction to many concepts required for basic game programming.

While I was reasonably happy with my progress I wanted to explore other options and level-up my game dev skills. I decided on MonoGame as there was an online course that was aimed at complete beginners. The instructor also wrote a book to accompany the course: You can find the book in several different versions; however, I will only be speaking for the version I read MonoGame. The book comes in 3 versions: In fact, I would attribute that experience as to how I had such an easy time getting to learn Unity. Who Is This Book For? I recommend this book for people serious about learning to code the right way. That means either a beginner or someone who gets nervous whenever they think about coding. If reading overwhelms you there is also an online course that will walk you through the book as if you are a beginner. In fact when I was just getting started I took the course. Most Unity books tend to advertise that they teach C. This is usually not the case as they barely do C justice and I truly believe everyone should read one code-focused book before attempting anything else. If you want to learn how to make games you really need one code-focused resource and one engine-focused. This is what I used to learn coding C. MonoGame is the spiritual successor to XNA, a freeware set of game development tools that Microsoft pulled the plug on around MonoGame seeks to extend the life of XNA by building on top of the language. It has seen action from such games as Fez and Bastion. When I switched over from MonoGame to Unity everything felt so much smoother. There are countless things that Unity does for you behind the scenes. I mean you can make a loading bar in Unity in like 30 seconds with all the UI stuff. Using MonoGame really gave me an appreciation for what Unity brings to the table. Indie games Bastion left and Fez right both were developed under MonoGame. **Emphasis On Coding The Right Way** Most of us are aware of just how fast you can make a game when ignoring proper coding practices. We are also aware of how hard it is to un-break our game when it hits that one error. You know the one. You comment out the line in question and then something else breaks. This book got me started on the path of righteous code. To give you an idea on the amount of material here: Though the book has a beginner approach it does demand that the reader put in a lot of effort. I had to write a ton of code and learned the pain that comes with a strongly typed language. That means that anyone should be able to pick up the book and work their way through it without any prior knowledge. The bad news is that programming is hard work, especially at first.

Chapter 2 : The Best C# Tutorials for Beginners to Advanced Programmers

In this book you'll learn the basics of programming using the C# programming language. While we admit we love to program just about anything, developing games is one of the coolest things of all. Most of the examples in this book are related to game development using MonoGame.

August In this chapter we start looking at 3D game development using MonoGame. Previously I called XNA a low level code focused engine and you are about to understand why. If you come from a higher level game engine like Unity or even LibGDX you are about to be in for a shock. This information is also available in HD Video. This chapter is going to require some prior math experience, such as an understanding of Matrix mathematics. Unfortunately teaching such concepts is far beyond the scope of what we can cover here without adding a few hundred more pages! If you need to brush up on the underlying math, the Khan Academy is a very good place to start. `ToRadians`, `GraphicsDevice`. `Escape` `Exit` ; `if` `Keyboard`. At a top level what we do here is create a triangle oriented about the origin. We then create a camera, offset \hat{z} units along the z-axis but looking at the origin. We then respond to keyboard, panning the camera in response to the arrow keys, zooming in and out in response to the plus and minus key and toggling orbit using the space bar. First, when I said we create a camera, that is a misnomer, in fact we are creating three different Matrices singular \hat{z} Matrix , the View, Projection and World matrix. These three matrices are combined to help position elements in your game world. A much easier way to envision the View matrix is it represents the position and orientation of the camera. XNA uses a Y-up orientation, which is important to be aware of when creating 3D models. For Perspective rendering it simulates the way an eye works, by rendering things smaller as they get further away. As a general rule, for a 2D game you use Orthographic, while in 3D you use Perspective projection. When creating a Perspective view we specify the field of view think of this as the degrees of visibility from the center of your eye view , the aspect ratio the proportions between width and height of the display , near and far plane minimum and maximum depth to render with camera basically the range of the camera. These values all go together to calculate something called the view frustum, which can be thought of as a pyramid in 3D space representing what is currently available. World Matrix The World matrix is used to position your entity within the scene. Essentially this is your position in the 3D world. In addition to positional information, the World matrix can also represent an objects orientation. So nutshell way to think of it: What value should I use for Field of View? You may notice in this example I used a relatively small value of 45 degrees in this example. What you may ask is the ideal setting for field of view? Human beings generally have a field of view of about degrees, but this includes peripheral vision. This means if you hold your hands straight out you should be able to just see them out of the edge of your vision. Basically if its in front of you, you can see it. Console games generally set of a field of view of about 60 degrees, while PC games often set the field of view higher, in the degree range. The difference is generally due to the size of the screen viewed and the distance from it. The higher the field of view, the more of the scene that will be rendered on screen. Next up we have the BasicEffect. Remember how earlier we used a SpriteBatch to draw sprites on screen? Well the BasicEffect is the 3D equivalent. In order for BasicEffect to work it needs the View, Projection and Matrix matrixes specified, thankfully we just calculated all three of these. Finally at the end of Initialize we create an array of VertexPositionColor, which you can guess is a Vertex with positional and color data. We then copy the triangle data to a VertexBuffer using a call to SetData. The logic in Update is quite simple. We check for input from the user and respond accordingly. At the end of the update we then recalculate the View matrix using our new Camera position. Also in response to the space bar, we toggle orbiting the camera and if we are orbiting, we rotate the camera by another 1 degree relative to the origin. Basically this shows how easy it is to update the camera by changing the viewMatrix. Finally we come to our Draw call. Next we create a RasterState object and set culling off. There are other options such as lines and triangle strips, you are basically telling it what kind of data is in the VertexBuffer. Or you work at a higher level, such as with 3D models imported using the content pipeline. Loading and Displaying 3D Models Next we take a look at the process of bringing a 3D model in from a 3D application, in this case Blender. The process of creating such a

model is well beyond the scope of this tutorial, although I have created a video showing the entire process available right here. Which File Format works Best? The MonoGame pipeline tool relies on an underlying library named Assimp for loading 3D models. You may wonder which if the many model formats supported should you use if exporting from Blender? That said, exporting from Blender is always a tricky prospect, and its a very good idea to use a viewer like the one included in the FBX Converter package to verify your exported model looks correct. The above video also illustrates adding the model and texture using the content pipeline. ToRadians 45f , graphics. CornflowerBlue ; foreach ModelMesh mesh in model. Simply loop through each effect, setting up the View, Projection and World matrix values, then call Draw. If you have a custom effect you wish to use instead of the generated Effects, you can follow the process documented here:

Chapter 3 : Beginning C# Programming with MonoGame - Free eBooks Download

*Coursera link - Beginning Game Programming with C# *This course has been discontinued. Earlier this year I finished my first game SP-RPG with the GameMaker engine. While I was reasonably happy with my progress I wanted to explore other options and level-up my game dev skills.*

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