

Beginning C# Programming With XNA Game Studio [Kindle Edition] By A.T. Chamillard

By A.T. Chamillard

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I chose XNA Game Programming Adventures for the name of the site because that is how I view learning game programming, and programming in general, as an

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Although XNA is on it's way out, this book is still a great foundation in a lot of the basics of game programming and should be transferable to other IDEs.

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