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XNA

(XNA'S NOT ACRONYMED)

What Is XNA?

- ⦿ A Framework for Game Programming
- ⦿ Provided by Microsoft™
- ⦿ A Managed, CLR (Common Language Runtime) Framework
- ⦿ Integrates in to Visual Studio
 - VS2005 (version 2.0)
 - VS2008 (version 3.0)

Why XNA?

- ◎ Single Codebase, Multiple Platforms
 - Windows™
 - Xbox 360™
 - Zune™ (version 3.0)
- ◎ Provides a Managed Abstraction of the DirectX™ API
 - DirectX 9.0c (version 2.0)
 - DirectX 10 (version 3.0)

What Does XNA Provide?

⦿ Ease of Development

- No need to learn a complicated and confusing API (i.e. DirectX or OpenGL)
- Managed, safe code
- Integration with Visual Studio hastens development

Can it Measure Up?

- Allows the use of HSHL(High Level Shader Language)