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)