

Introduction to Microsoft XNA

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Agenda

- What are Games and what are involved?
- Game Development Demystified
- What's XNA?

What are Games and what are involved?

Genres of Games

- Action
- Adventure
- Role-Playing
- Maze and Puzzle
- Simulations
- Sports
- Strategy

Game Styles

- First-person perspective
- Third-person perspective
- Other perspectives
- Real-time
- Turn-based

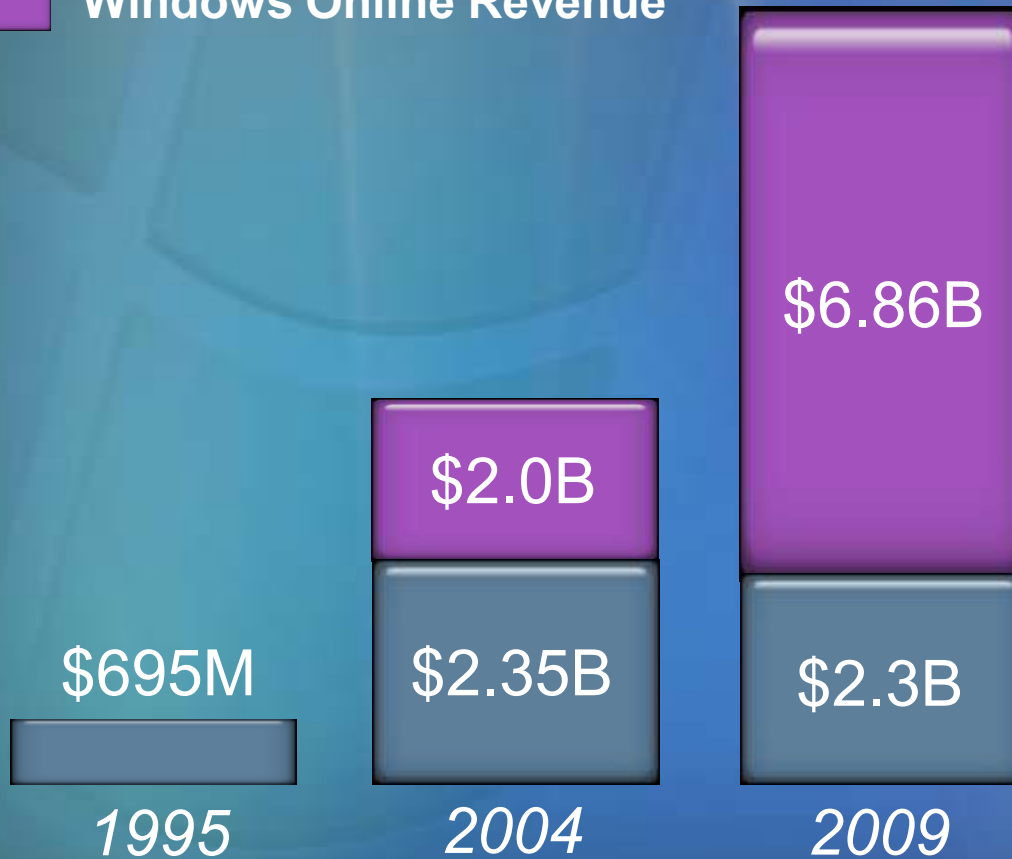
Talents involved in Developing a Game

- Producer
- Designer
- Programmer
- Visual Artist
- Audio Artist
- Quality Assurance Specialist

Elements of New-Age Games

- Game Engine
- Scripts
- User Interface
- Models
- Textures
- Sound
- Music

How's the Outlook for Game Development?



- WW retail revenues for Windows games tripled in a decade
- The online Windows gaming market has exploded
- Projections put total WW Windows games revenue over \$9B in 2009

Sources: NPD Data, DFC Intelligence and Themis Group

Game Development Demystified

Ingredients of writing a Game

- Game Idea
- Game Play
- Graphics, Music, Theme & FX
- Performance

What's XNA?

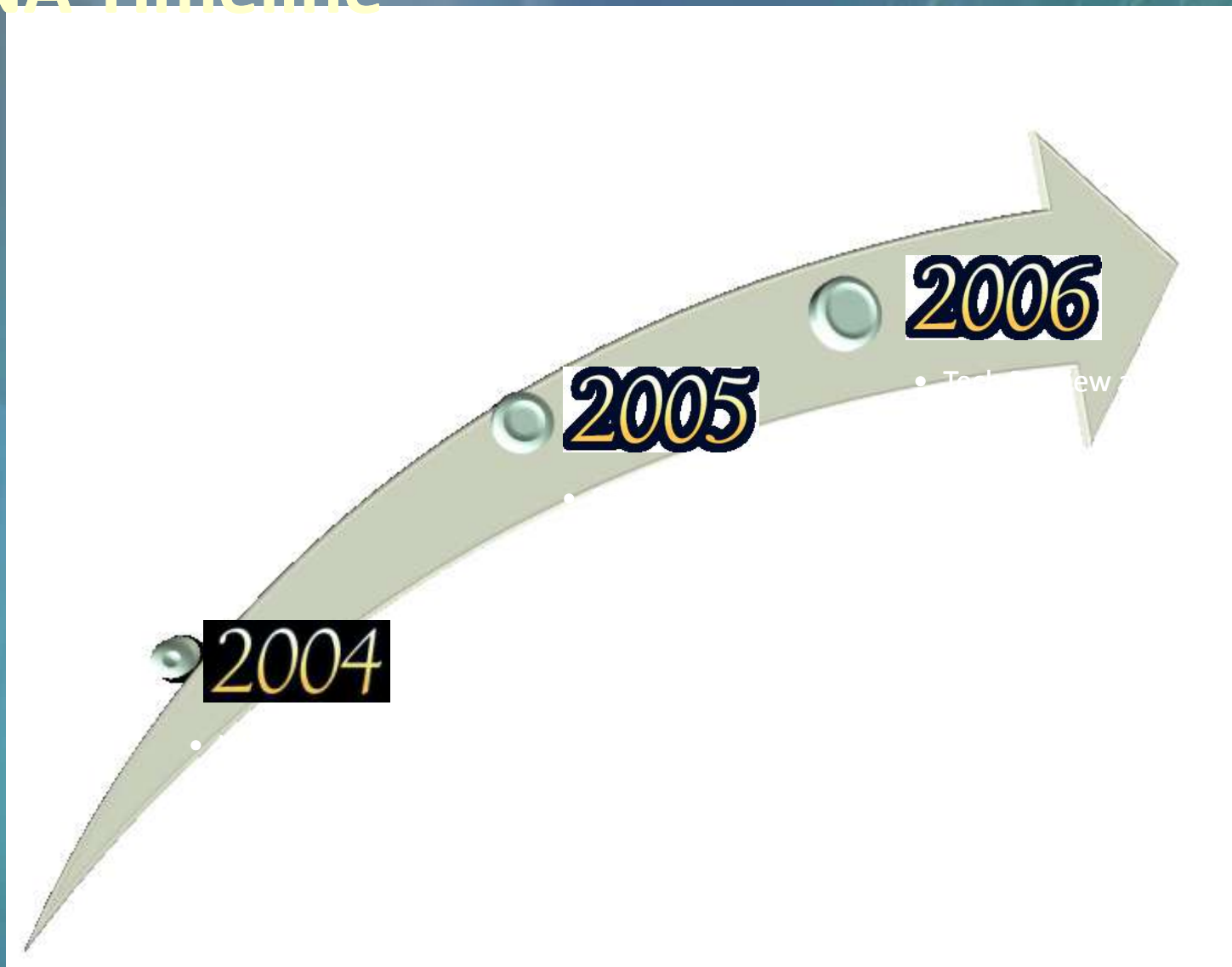
What's XNA

- XNA simply means 'Xna is Not an Acronym'
- XNA's meant for managed .NET compliant languages
 - E.g. Visual C#, Visual C++, Visual Basic
- XNA's not meant for native C++, C

The XNA Mission

- XNA enables studios and publishers to develop better games, more effectively, on all platforms

XNA Timeline



What the Industry is Saying?

We need to build games for multiple platforms.

It's all about rapid iteration.

Our content builds all use different technologies. Tracking down problems between build scripts and build tools can be very difficult.

We need better systems for managing how content is created. Our current system is barely handling 40+ artists and designers, let alone any outsourcing.

We don't delete anything from source code control.

We often have problems because someone forgot to check something in.

Today's Build Scenario

Today's Content Build

Observations

Advanced
build
(distributed)

- Game specific, homegrown solutions

- Studios should be able to leverage existing solutions

Basic build
infrastructure
(logging etc)

- Game specific, homegrown solutions

- Studios should get this from core build technology

Game specific
build tools

1. Complex content build scripts
2. Über tool builds everything
 - Intimate knowledge of content

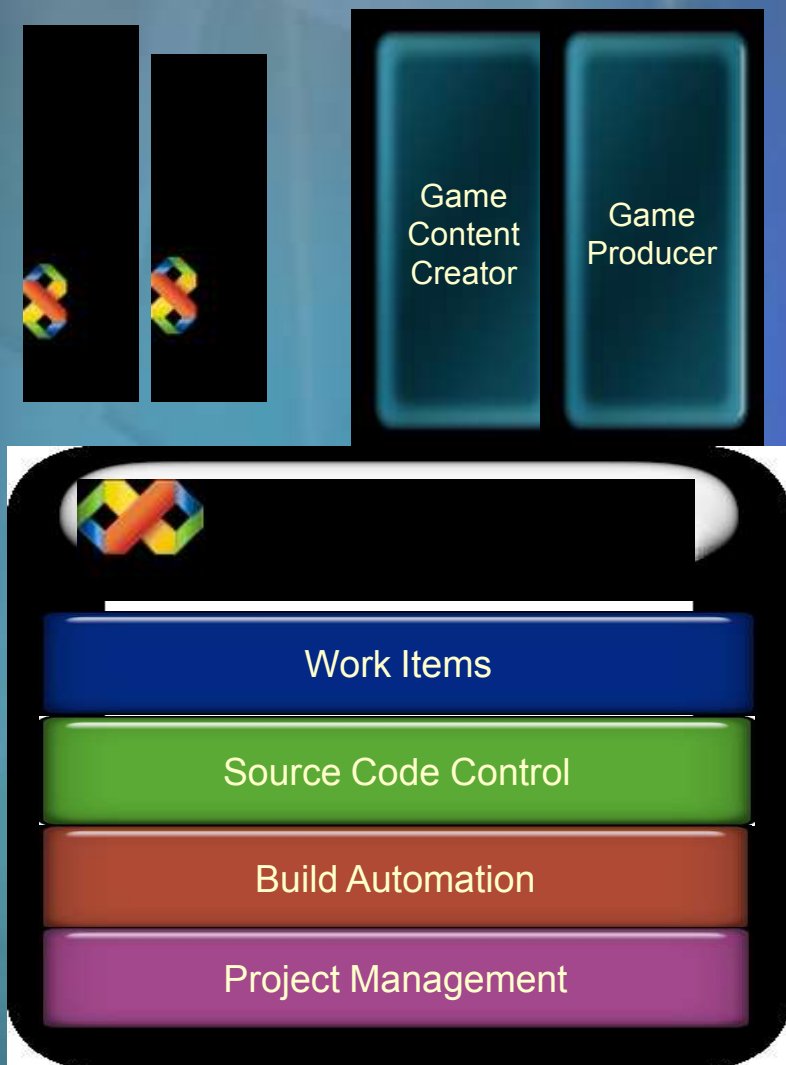
- Poor experience creating and maintaining build scripts
- Game specific tools limit potential investment

Core build
technology

- Perl scripts
- Batch files, nmake
- ...

- Core technology not robust
- Hard to log, profile and debug

Presenting the New.... XNA Studio



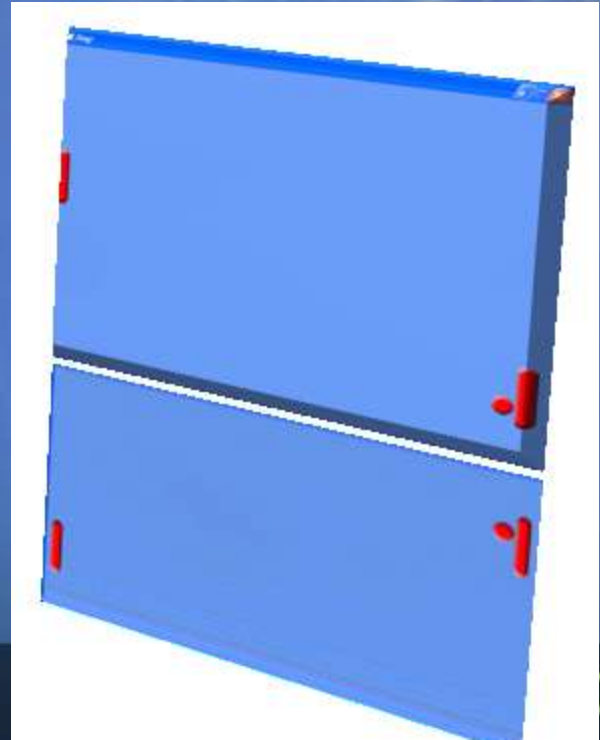
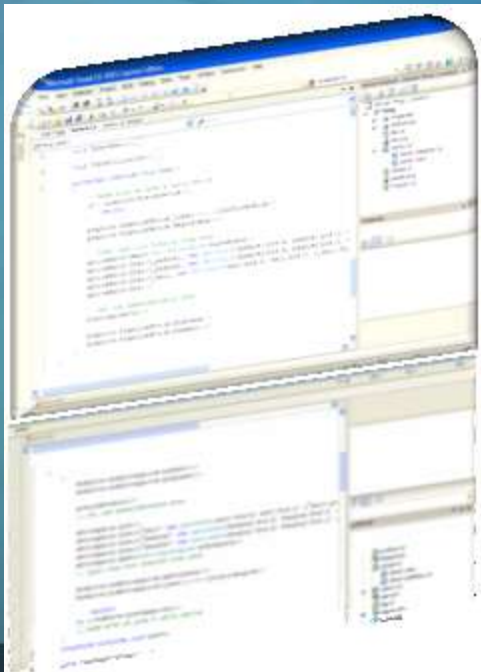
- Example content work items:
 - Art, design audio...
- Studios customize for themselves

- Integrate asset management into DCC tools
- Enable code style checks for content
- Customizing system for game content
 - Size, capacity, history management
 - Asset viewers, diffs etc

- Develop content build tasks
- Build content reports
 - Asset trends, Build/footprint trends

- Publisher specific reports
 - Milestone etc

Demo: Building a Simple Game in XNA



QUESTIONS ???

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