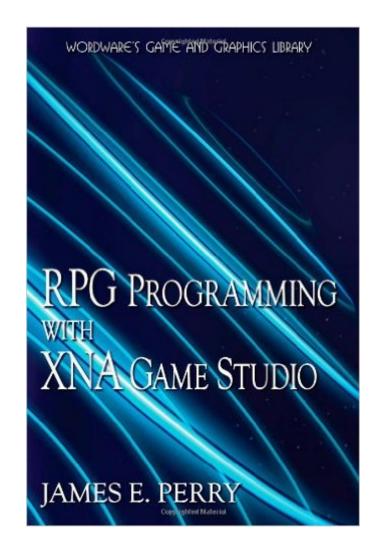The book was found

RPG Programming With XNA Game Studio 3.0

Synopsis

RPG Programming Using XNA Game Studio 3.0 provides detailed information on role-playing games (RPGs) and how to create them using Microsoftâ ™s XNA Game Studio 3.0. The book examines the history of the genre and takes a piece-by-piece approach to producing a 2D tile-based game, demonstrating how to create the various components that make up an RPG and implement them using C# and XNA Game Studio 3.0. By the end of the book, readers will have built a complete toolset that can be used to create data for their own RPGs. Learn how to: * Creating the characters and monsters that populate RPG worlds * Add stats and skills to allow game entities to perform actions * Populate the game world with items and treasures. Construct a conversation editor to add another degree of interaction * Create a multiple-step quest system to give players goals to research during gameplay * Creating a tile engine for displaying the world Populating the game world with items and treasure * Implementing a sound and music system * Adding multiplayer support

Book Information

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Customer Reviews

One can really feel that the author cares and is passionate about the RPG theme, so this is definitely a great book for rpg lovers. The title "RPG Programming USING XNA Game studio 3.0" is not "XNA Game studio 3.0 - RPG style!" for a good reason.This book is NOT about setting up your 2D camera and drawing Rectangle()s. This can be clearly deduced from the page 191 where the author STARTS to implement the graphical part of the game: "The reason I've held off with graphics

is partly because I'm of the opinion that graphics are one of the least important parts of an RPG."The first almost 200 pages focus completely on building the RPG architecture for the game, having NOTHING to do with XNA. They are just C# classes, data types etc, structured in a well thought out and organized fashion.The reason I am rating this 4/5 is because I think it shows an important concept of separating logic from graphics. There are some really nice tricks of how to do this throughout the book.Unfortunately, the book suffers from very little detail in this respect. A lot of time is spent on describing the usual RPG terminology (like dexterity and strength) while some of the more fun XNA related bits (using sprite-batches and other XNA resources outside of the Game-class environment, making use of xna component system, reasons for structuring your project in a certain manner) are glossed over and you are directed towards code.While reading the book I felt as if any one chapter after page 200 could be expanded into a book of it's own (which I certainly hope the author does, and which I would be glad to read!). Format similar to that of "XNA 3.0 Game Programming Recipes: A Problem-Solution Approach" would suit perfectly the authors succinct writing style.Another downside is that a lot of the code fails to compile with game studio 3.1. While it is possible to fish out and replace references with new and updated 3.1 dlls, I feel as if the author should have made an effort into updating the source code for 3.1 release.In conclusion, if you are an aspiring game developer, and you've poked around the XNA thing for at least a couple of month, and want to start on a solid RPG game - this book is for you. It will teach you EVERYTHING you ever wandered about how rpgs are made.

I found the book to be very informative. It's not a beginner's book by any stretch of the imagination, but it does cover a lot of very key points dealing with structuring a role-playing game.Use this book as a reference only and not as a complete guide to role-playing development.In all I would recommend this book as a must have for those individuals who already create games, but want to break into the role-playing genre.

Has this guy ever made a game? Most of it is full of nonsense about how the author would improve D&D and very little about programming or how to structure data in an rpg. Long descriptions of how the author's variant of D&D is more "realistic" (something crazy to consider when creating any rpg much less a crpg) and totally improved over D&D and issues relevant to making a game are glossed over. Avoid.

I really enjoyed this book. If you are looking to develop a object model for a RPG look no further. If

you are looking for something to tell you about how to develop a graphic engine or how to make your game multi player you will find this book disappointing.

A great book for an RPG game approach. A lot of new and advanced concepts here. The book was informative, full of the necessary creativity and original thinking that a good game requires. I feel if someone is interested in making an RPG game this could work as a nice template, the result would definitely be a solid RPG.

This is the third book on RPG development I've bought. While most books assume the reader is an absolute beginner, this one is nice in that it assumes the reader has a basic knowledge of C# and XNA. It's the code that starts the problem though. The book randomly jumps from codebit to codebit, pointing out details of a codebase that you aren't given and lacking the full details to transcribe it from the book. The code samples given are disjointed, with whole sections included that aren't talked about but without enough code to compile. The book has some value in demonstrating technique, but don't expect to make an RPG with this.

Good book for learning techniques to use in XNA programming. Also teaches you how to develop a full RPG game.

This book shows a few things, but actually it doesn't put anything together. So it never actually go into anything hard that the developer doesn't know. Studying the RPG starter kit from the XNA creator site is much more valuable. Also, the code doesn't work. It crashes or won't build. Big waste of time.

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