



Microsoft XNA 4.0 Game Development Cookbook

Luke Drumm

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“Microsoft XNA 4.0 Game Development Cookbook” is a fast-paced cookbook for taking your knowledge of the framework further with advanced game development tasks. Packed with step-by-step instructions and screenshots, the book will solve an experienced developer’s everyday coding problems. If you are an XNA developer who has already successfully mastered simple 2D and 3D XNA tasks, dive into “Microsoft XNA 4.0 Game Development Cookbook” for something more challenging. You should be comfortable with the basics of the XNA framework, and have experience with C#.

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Deanna Stewart:

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