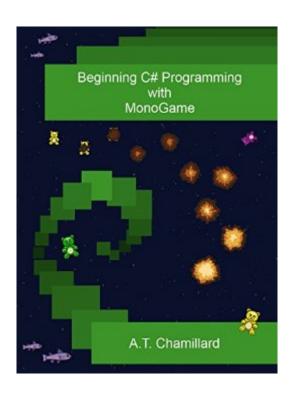# Beginning C# Programming With MonoGame

Synopsis

If you want to learn how to program games, youâ ™ve come to the right place! In this book youâ ™ll learn the basics of programming using the C# programming language. While we admit we love to program just about anything, developing games is one of the coolest things of all. Most of the examples in this book are related to game development using MonoGame. MonoGame is an open source game development framework based on the Microsoft XNA 4 framework. It's even better than XNA was, though, because you can develop games for a great variety of platforms from mobile devices to consoles! So youâ ™ll learn how to program properly and youâ ™ll learn how to build simple games using MonoGame. Youâ ™ll notice we said â œlearn how to program properly,â • not â œwhack together games that seem to work.â • This is a book that focuses on the correct way to write game software (and software in general), so thereâ ™s lots of discussion about our motivations for the particular design and coding decisions we make throughout the book.The book assumes that youâ ™ve never programmed before, so all the material starts at the most basic level. That means that anyone should be able to pick up the book and work their way through it without any prior knowledge. Thatâ ™s the good news.The bad news is that programming is hard work, especially at first. If you truly want to learn how to program, youâ ™ll need to write programs yourself and struggle through some rough spots before some topics really click for you. Just as you canâ ™t learn how to ride a bicycle by reading about it â " you have to actually do it, probably with some spills along the way â " you canâ ™t learn to program just by reading about it. If you were hoping to read a book to learn how to program without doing any programming yourself, itâ ™s not going to happen.If you really just want to learn all the nuts and bolts of MonoGame, you should explore the MonoGame documentation instead of buying this book. If, however, you aspire to be a professional game programmer â " whether as an indie game developer or in a large game company â " then this book will give you a solid foundation for starting on that path.

Book Information

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Customer Reviews

Good companion for the coursera class "Beginning Game Programming with C#", without the class is a little hard to follow. But the class is free so is a good deal. An interesting approach to programming.

Me and my son love this book. I used in while taking the coursera class and it was very helpful. Together we have already made 2 games and it is a great reference for when I get stuck and need refreshed.

Best beginner programming book I have read! Definitely the place to start if you want to learn about computers and programming. The author teaches this subject at a university level. I feel confident in my c# now. Thank you.

Great book!

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