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XNA Game Studio also includes the XNA Framework, which is a set of managed libraries based on the Microsoft .NET Framework 2.0 that are designed for game development. This documentation collection contains technology overviews, tutorials, and reference material related to XNA Game Studio.

[Building Xna 2 0 Games](#)

If you need an introduction to .NET or C#, check out Beginning C# 2008: From Novice to Professional, also by Apress. Chapter 2 starts off kicking butt immediately by creating a pong game and showing everything you need to know to start creating simple games for Windows and the Xbox 360 using XNA.

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Building XNA 2.0 Games: A Practical Guide for Independent Game Development Paperback – Bargain Price, Sep 24 2008 by John Sedlak (Author), James Silva (Author)

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Beginning XNA 2.0 Game Programming: From Novice to Professional (Expert's Voice in Game Programming) [Alexandre Santos Lobao, Bruno Evangelista, Jose ANTONIO LEAL DEFARIAS] on Amazon.com. *FREE* shipping on qualifying offers. XNA makes it simple to create your own games, which will run on a PC and Xbox 360 console. Even if you don't know how to program at all

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[Professional XNA Programming: Building Games for Xbox 360 ...](#)

Apress Source Code. This repository accompanies Building XNA 2.0 Games by John Sedlak and James Silva (Apress, 2008).. Download the files as a zip using the green button, or clone the repository to your machine using Git.

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