



# Professional XNA Programming: Building Games for Xbox 360 and Windows with XNA Game Studio 2.0

*Benjamin Nitschke*

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### Who this book is for

This book is for anyone who wants to create games on the Xbox 360 and Windows platforms. Experience with C# or a similar .NET language is necessary, but previous game programming is not required. **Wrox Professional guides** are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

About the Author

**Benjamin Nitschke** is the founder, lead programmer, and game designer at exDream entertainment. He is 26 years old, and lives in Hannover, Germany. He became a DirectX MVP of Microsoft in 2006 for his outstanding work in the DirectX community, especially with the free game Rocket Commander.

He started young at the age of 9 he bought his first computer, a C64. He did not have many games, but he was very eager to type in commands on the C64, and from that to writing the first applications and games in Basic was not a big step. A few years later, he finally got a PC (386) and started some small game projects (Tetris clones, shoot-em-up games, and so on). exDream entertainment was founded 10 years ago, and it released a couple of smaller games before the first RTS game, Arena Wars, was created. Arena Wars was the first commercial .NET game ever and was released in 2004, where it received more than 20 awards worldwide, especially for the great multiplayer modes.

Recently, Benjamin has developed a couple of free open source games such as Rocket Commander and the XNA Racing Game Starter Kit, along with many game modifications. These games feature many video tutorials and a good documentation and code style to help beginners create their first video games. The video tutorials have been viewed more than 100,000 times and the games were downloaded and played even more often than that.

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