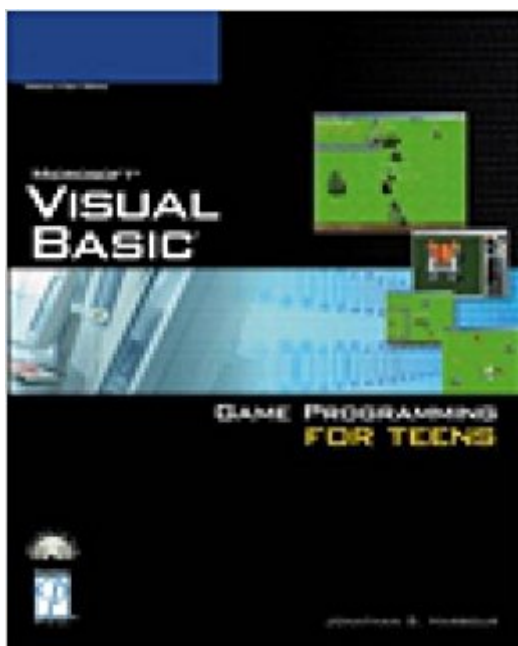## The book was found

Visual Basic Game Programming For Teens

Synopsis

"Visual Basic Game Programming for Teens" teaches the younger reader how to write games with the easily approachable and popular Visual Basic 6.0 and utilizing DirectX 8.1 for the game library. It devotes little time to the fundamentals of the language, focusing instead on complete game projects to teach the subject of game programming. As a "for Teens" title, this book explains the game development topics in detail. It does not explain every aspect of DirectX, but rather, uses those components needed to teach a lesson in each chapter, focusing on game programming subjects first and foremost. The focus is concentrated on creating games rather than the logistics of game programming. For instance, several chapters will cover artwork, level editing, 3D modeling, and world building-subjects seldom covered in books of this type for the beginner/teen market. It shows how just a little more work and a few more lines of code can produce a really great game. The reader will finish this book with a satisfying sense of completion, a solid feeling of closure, and a desire to tweak and modify the sample games in the book

Book Information

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Age Range: 12 and up

Grade Level: 7 and up

Customer Reviews

PART I: INTRODUCTION CHAPTER 1: GETTING STARTED WITH VISUAL BASIC CHAPTER 2: YOUR FIRST DIRECTX PROGRAM CHAPTER 3: DESIGNING THE GAME PART II: CREATING AN INTERACTIVE GAME WORLD CHAPTER 4: CORE TECHNIQUE: DRAWING BITMAPS

Jonathan S. Harbour is an associate professor at the University of Advancing Technology (Tempe, AZ). His web site at www.jharbour.com includes an online forum and blog for book support. His most recent game projects are Starflight - The Lost Colony (www.starflightgame.com) and Aquaphobia: Mutant Brain Sponge Madness (www.aquaphobiagame.com).

Great Price

From the publishers Web site:Features# Full of hands-on practice with quality source code# An excellent addition to the "For Teens" line as Visual Basic is a popular, easy programming language making it ideal for the teens audience# Has dual appeal to the up and coming young game enthusiast who wants to get into game programming, as well as the beginning computer programmer who wants to learn how to write games# Focuses on beginning topics, but does delve lightly into advanced subjects in such as manner that a complete beginner will be able to understand it.Table of ContentsPART I: INTRODUCTIONCHAPTER 1: GETTING STARTED WITH VISUAL BASICCHAPTER 2: YOUR FIRST DIRECTX PROGRAMCHAPTER 3: DESIGNING THE GAMEPART II: CREATING AN INTERACTIVE GAME WORLDCHAPTER 4: CORE TECHNIQUE: DRAWING BITMAPSCHAPTER 5: LEVEL EDITING WITH MAPPYCHAPTER 6: THE BASICS OF TILE-BASED SCROLLINGCHAPTER 7: SCROLLING THE GAME WORLDCHAPTER 8: ADVANCED SCROLLING TECHNIQUESPART III: THE PLAYER'S CHARACTER (PC)CHAPTER 9: CORE TECHNIQUE: DRAWING SPRITESCHAPTER 10: CORE TECHNIQUE: ANIMATING

I have tried to wade through this book twice and haven't been able to get far. The explanations are either missing or opaque. The author has you typing commands that you don't understand, then he tells you not to worry if you don't understand what you are doing. Not very helpful! There really is no reason he can't explain what some of the commands mean. In short, this book is a frustrating waste of time and one learns little about game programming. I am now looking for a replacement.

There are quite a number of books on game programming. Most of these are on more advanced topics, covering the design of much more complex characters, much more complex games. Instead this book is aimed at the teen who has an interest in game programming.It makes the presumption that you know at least the fundamentals of Visual Basic. What the author says is: Read the first couple of chapters. Try what the book says do, and if you're not lost you know enough. If you are lost, then go back and read one of the more introductory books on VB.The emphasis here is to use the rather high level VB programming language and get a game created. This way the teen reader is made productive almost immediately and is much less likely to lose interest. The game being programmed is a 2-D Role Playing Game involving the invasion of England by Vikings. This is significantly less complex than a 3D game, but the resulting game is still fun to play.Because of the need to know VB, this book has to be classed as intermediate level, but the game programming aspects are aimed at the beginner.

Overall I find this book good at what it advertises to be, a tour through the process of making a DirectX game in VB that would be very interesting and appealing to a novice programmer (teen). The game is a simplified 2d rpg/adventure game, called `Celtic Crusader'. While functional, in the interest of simplicity and time by the author's own words it isn't a fully featured game, it lacks features such as character inventory or network play.If you are looking for detailed information on

DirectX, this is not the book. This book does not explain the DirectX methods used, or even display their signatures, it just tells you what the routine you are coding does as a whole, and gives you the code.I currently work in VB.Net, but I am experienced in the last few incarnations of VB, so the conversion of the provided code examples into VB.Net is not much of a problem. I would say someone familiar with VB.Net but without experience in VB6 will not have much problem; in fact the DirectX method calls in VB.Net are more logical than in VB6.For example d3ddev.Present(ByVal 0, ByVal 0, 0, ByVal 0) becomes d3ddev.Present(Handle.zero,Handle.zero, 0, Handle.zero)If you pay attention to the intellisense balloons then the DirectX method calls are fairly easy to figure out.The author doesn't fully qualify all his references, so be aware and supply the appropriate qualifacation for the constants. Be sure to Imports DxVBLibAFor example d3dpp.SwapEffect = D3DSWAPEFFECT_DISCARD becomes d3dpp.SwapEffect = CONST_D3DSWAPEFFECT.D3DSWAPEFFECT_DISCARDThe VB side of the code is the same (an If-Then is still If-Then) except that you will need to recognize form events as such by their names instead of their handles keyword.The DirectX8 for Visual Basic type library reference is still available with DirectX9.0c in VB.Net (just look under the Com tab when adding the reference) and seems to work fine in XP (I have tried it on 3 different machines.) I have not worked through the entire book yet, but so far I have not had any problems with compatibility.This book is thinner than the typical programming book (tome) you normally find. It leads the reader directly through the creation of this adventure game, cutting out many side details as mentioned earlier. However, I find it delivers enough to create a decent working game, and a nice resource for a programmer looking for straightforward code examples.

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