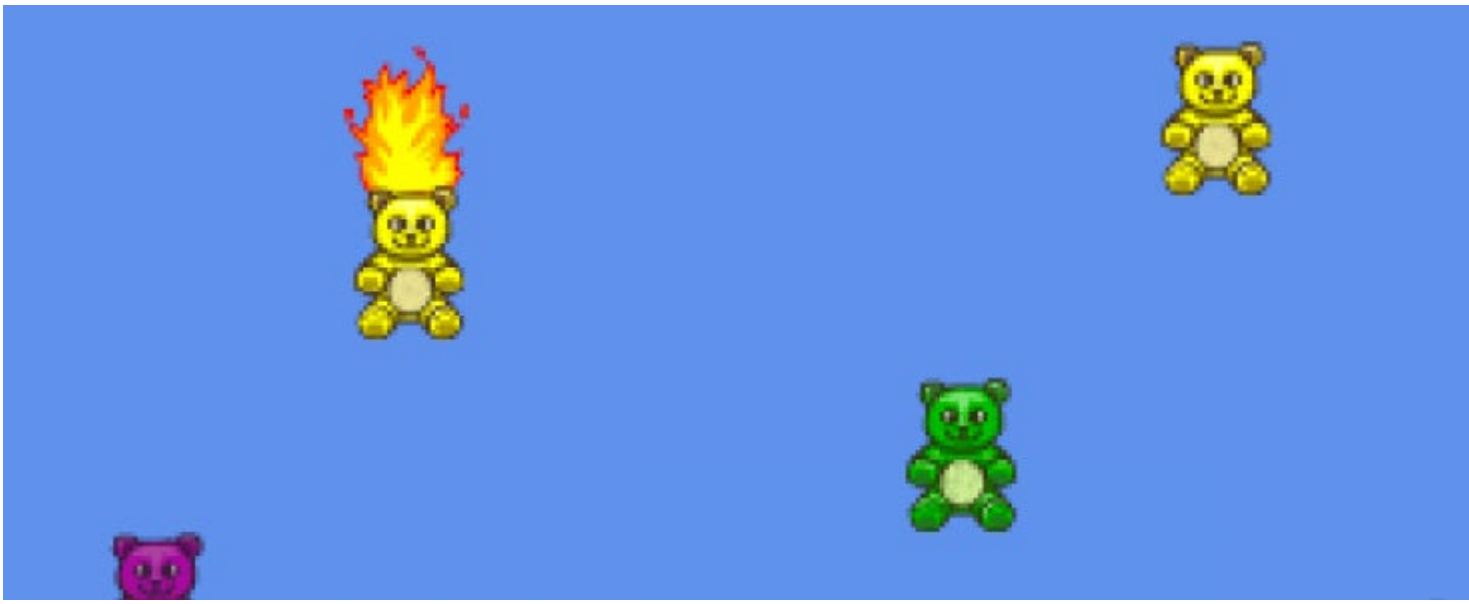
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Beginning Game Programming with C# [1]



About This Specialization

The Beginning Game Programming with C# course is all about learning how to develop video games using the C# programming language. Why use C# instead of C++, Java, ActionScript, or some other programming language you may have heard of? First, using C# lets us use the open-source MonoGame framework, which help us quickly develop games for Windows, Android, iOS, Mac OS X, and others. Second, the Unity game engine is very popular with indie game developers, and C# is one of the programming languages you can use in the Unity environment. And finally, C# is a really good language for learning how to program. That learning how to program comment is important because this course doesn't assume you have any previous programming experience. Don't worry if you've never written code before; we'll start at the very beginning and work our way up to building a small, complete game by the end of the course. Throughout the course you'll learn core programming concepts that apply to lots of programming languages, including C#, and you'll also learn how to apply those concepts when you develop games: drawing all the entities in the game world, updating the game world based on user input and simple physics, playing music and sound effects in your games, and so on. Computer programming is really fun in general, and programming games is even better! Caution: Beginning (assuming no prior programming knowledge) is not the same as easy (not hard to do). Learning to program IS hard to do, especially since this course is essentially a freshman-level college course. Meeting the course challenges while you master the material will be rewarding to you, but doing that will require hard work and maybe even a few expletives along the way.



Language
English



How to Pass
Pass all graded assignments to pass this course.



User Ratings
Average user rating of 4.7

For More Information or to Enroll [2]



[2]

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Links
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