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vor 7 Jahren 11 Minuten, 44 Sekunden  
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tutorial , on how to animate a spritesheet  
in , XNA Game , Studio 4. This is my first  
, tutorial , so all comments ...

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Gold : 5 , Books , that completely changed  
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game , ...

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How I Started Making Games | 2 Months of Game Development von Ric vor 1 Jahr 6 Minuten, 14 Sekunden 835.538 Aufrufe It's officially been 2 months ever since I started working on Quantum Ruins! Here's a little overview of how I started and everything ...

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## [Microsoft XNA - 2D Game Programming](#)

Microsoft XNA - 2D Game Programming von Aykut Akta? vor 6 Jahren 3 Minuten, 4 Sekunden 388 Aufrufe XNA , ile Oyun Programlama örne?i.

## [Game Engine Vs Game Framework -- When to Use Which?](#)

Game Engine Vs Game Framework -- When to Use Which? von Gamefromscratch vor 3 Jahren 6 Minuten, 59 Sekunden 22.013

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Aufrufe This video is directly in answer to a question, when should I use this framework (Allegro in that example) instead of a , game , engine ...

### [Getting Started With MonoGame](#)

Getting Started With MonoGame von World of Zero vor 3 Jahren 34 Minuten 65.293

Aufrufe Returning to , MonoGame , after years of not touching it. Lets learn how to get started and what has changed since , XNA , was ...

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## [5 Books That Changed My Life](#)

5 Books That Changed My Life von Game Dev Underground vor 2 Jahren 10 Minuten, 1 Sekunde 7.164 Aufrufe Books , are the ultimate form of knowledge. And I share my top 5 , books , that seriously changed my life IN A BIG WAY. 67 Tips for ...

## [How Game Engines Work!](#)

How Game Engines Work! von TheHappieCat vor 5 Jahren 8 Minuten, 22 Sekunden



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1.757.727 Aufrufe Disclaimer: This is intended for people who aren't entirely sure what a "\", game , engine\" is. I have more in-depth , programming , ...

### [I Learnt How to Draw Pixel Art](#)

I Learnt How to Draw Pixel Art von Randy vor 1 Jahr 10 Minuten, 35 Sekunden 679.557 Aufrufe Get 81% off NordLocker for just \$1.49/month by going to <https://nordlocker.net/randall> using the coupon , code , : HolidaySale3Y ...

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## [Why Godot Over Unity or Unreal Engine?](#)

Why Godot Over Unity or Unreal Engine? von  
Gamefromscratch vor 1 Jahr 23 Minuten  
540.122 Aufrufe People often ask, since  
you can get Unity or Unreal Engine for  
free(\*), why would you choose to use the  
Godot engine instead?

## [Moving my entire game into a new engine in 1 week](#)

Moving my entire game into a new engine in

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1 week von Randy vor 1 Jahr 6 Minuten, 17  
Sekunden 850.804 Aufrufe My Patreon -  
<https://www.patreon.com/ThomasRandall>  
Community Discord -  
<https://discord.gg/JSbWruE> Midway  
through ...

### [XNA Game Studio Workshop - Session One](#)

XNA Game Studio Workshop - Session One von  
Microsoft Research vor 4 Jahren 2 Stunden,  
38 Minuten 52 Aufrufe

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[XNA 3D Game Development By Example  
Tutorial: Drawing Sprites | packtpub.com](#)

XNA 3D Game Development By Example  
Tutorial: Drawing Sprites | packtpub.com  
von Packt Video vor 7 Jahren 4 Minuten, 27  
Sekunden 298 Aufrufe Part of ', XNA , 3D ,  
Game Development , By Example' video  
series. For the full Course visit: ...

[Pro Unity Game Development with C#](#)

Pro Unity Game Development with C# von

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Alan Thorn vor 6 Jahren 7 Minuten, 9  
Sekunden 12.093 Aufrufe Take a look at the  
completed game project for the , book ,  
'Pro Unity , Game Development , with C#'.  
The project is named 'Crazy Mad ...

### [Rocket Commander XNA](#)

Rocket Commander XNA von Benjamin Nitschke  
vor 13 Jahren 43 Sekunden 14.800 Aufrufe  
XNA , version of the famous Rocket  
Commander , game , , which was written in  
Managed DirectX originally. The , XNA ,

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port runs on the ...

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