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XNA
(XNA'S NOT ACRONYMED)

What Is XNA?

- A Framework for Game Programming
- Provided by Microsoft™
- A Managed, CLR (Common Language Runtime) Framework
- Integrates in to Visual Studio
  - VS2005 (version 2.0)
  - VS2008 (version 3.0)

Why XNA?

- Single Codebase, Multiple Platforms
  - Windows™
  - Xbox 360™
  - Zune™(version 3.0)
- Provides a Managed Abstraction of the DirectX™ API
  - DirectX 9.0c (version 2.0)
  - DirectX 10 (version 3.0)

What Does XNA Provide?

- Ease of Development
  - No need to learn a complicated and confusing API (i.e. DirectX or OpenGL)
  - Managed, safe code
  - Integration with Visual Studio hastens development

Can it Measure Up?

- Allows the use of HSHL(High Level Shader Language)