

RPG Programming Using XNA Game Studio 3.0 provides detailed information on role-playing games (RPGs) and how to create them using Microsoft's XNA Game Studio 3.0. The book examines the history of the genre and takes a piece-by-piece approach to producing a 2D tile-based game, demonstrating how to create the various components that make up an RPG and implement them using C# and XNA Game Studio 3.0. By the end of the book, readers will have built a complete toolset that can be used to create data for their own RPGs. Learn how to: * Creating the characters and monsters that populate RPG worlds * Add stats and skills to allow game entities to perform actions * Populate the game world with items and treasures. Construct a conversation editor to add another degree of interaction * Create a multiple-step quest system to give players goals to research during gameplay * Creating a tile engine for displaying the world Populating the game world with items and treasure * Implementing a sound and music system * Adding multiplayer support

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