

Table of Contents

Terms of Use	3
Disclaimer	3
Contact Us	3
Other Courses	3
3rd Party Copyrights.....	3
Table of Contents	5
Before You Begin	11
Minimum Hardware and Software Requirements	11
Conventions Used in This Text.....	12
What You Will Learn and Do In This Course.....	13
What You Need to Know Before Starting	13
Software Versions	13
Course Errata.....	13
Chapter One: Getting Started.....	14
Lesson One: What You Already Know	14
Lesson Two: Types of Computer Games	19
Lesson Three: What You Will Learn In This Course	21
Chapter Review	23
Your Turn! Install Visual Basic 2010 Express	24
Chapter Two: Game Design	28
Lesson One: Game Proposal	28
Lesson Two: Game Engine.....	30
Lesson Three: Events and Timers	32
Lesson Four: Blinking Rectangles	35
Chapter Review	38
Your Turn! Clock Application.....	39

KidCoder™: Game Programming

Chapter Three: Drawing on the Screen.....	40
Lesson One: Screen Coordinates	40
Lesson Two: Points	42
Lesson Three: Drawing Simple Shapes	44
Chapter Review	48
Your Turn! Part One: Bouncing Lines.....	49
Your Turn! Part Two: Lines of Color	52
Chapter Four: User Input.....	56
Lesson One: Mouse Events	56
Lesson Two: Keyboard Events	61
Lesson Three: The Select Statement.....	64
Chapter Review	67
Your Turn! Part One - Dancing Squares	68
Your Turn! Part Two - Dancing Circles	71
Chapter Five: Graphics in Visual Basic	72
Lesson One: The Graphics Object.....	72
Lesson Two: Pens, Brushes, and Shapes.....	74
Lesson Three: My Paint Program	80
Chapter Review	85
Your Turn! Create Your Own Shapes.....	86
Chapter Six: Images and Animation	87
Lesson One: Animation Concepts.....	87
Lesson Two: Loading and Displaying Images From Files.....	90
Lesson Three: Animation with Timers.....	94
Chapter Review	99
Your Turn! Your Own Animation.....	100
Chapter Seven: Sprites	101
Lesson One: Sprite Concepts	101

Lesson Two: Introducing Bubble Blaster	106
Your Turn! Starting Bubble Blaster	110
Lesson Three: Sprite Movement	113
Your Turn! Ships and Bubbles	118
Chapter Review	120
Chapter Eight: Game Logic	121
Lesson One: Controlling the Ship.....	121
Your Turn! Ship Movement.....	123
Lesson Two: Sprite Life-spans.....	126
Your Turn! Ready, Aim, Fire!	128
Lesson Three: Collision Detection.....	130
Your Turn! Damage Control	132
Lesson Four: Winning the Game	134
Your Turn! Victory at Last.....	135
Chapter Review	136
Chapter Nine: Sound.....	137
Lesson One: Simple Sounds	137
Your Turn! Mary had a Little Lamb	138
Lesson Two: Loading and Playing Sound Files	140
Lesson Three: Adding Sound to Bubble Blaster	145
Chapter Review	147
Your Turn! Finish Bubble Blaster Sounds.....	148
Chapter Ten: Artificial Intelligence.....	149
Lesson One: Understanding AI.....	149
Lesson Two: Learning How to Fish.....	151
Your Turn! Completing the DoAI() Function.....	155
Lesson Three: Smarter Fisherman	156

KidCoder™: Game Programming

Your Turn! Completing the Smarter Fisherman	158
Chapter Review	161
Chapter Eleven: Saving Your Games	163
Lesson One: File Input and Output	163
Lesson Two: SaveFileDialog and OpenFileDialog	168
Lesson Three: Saving and Loading the Game State.....	175
Chapter Review	177
Your Turn! Freezing and Thawing Fish.....	178
Chapter Twelve: Game Physics	183
Lesson One: Reflection.....	183
Lesson Two: Gravity and Projectiles	185
Your Turn! The Ice Cream Toss Game.....	187
Lesson Three: Wind Acceleration.....	191
Your Turn! Huff and Puff.....	193
Chapter Review	194
Chapter Thirteen: Drawing Text and Printing	195
Lesson One: Printing Text on the Screen.....	195
Your Turn! Word Search.....	200
Lesson Two: Using the Printer.....	203
Your Turn! Print the Word Search	208
Chapter Review	212
Chapter Fourteen: Final Project	213
Lesson One: Chain Reaction	213
Lesson Two: Creating the Game Board.....	216
Your Turn! Starting the Game.....	218
Lesson Three: Putting Your Mark on the Board.....	220
Your Turn! Making Your Mark	221
Lesson Four: Blowing Things Up.....	224

Your Turn! Exploding Cells.....	225
Lesson Five: Last Link in the Chain	229
Your Turn! Final Touches.....	229
Lesson Six: Extra Credit.....	231
What's Next?	233