

# C# Game Programming: For Serious Game Creation By Daniel Schuller

By Daniel Schuller

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I would like to start developing games. I have tried before Game Maker 8, which was a very easy way to start creating games, if you were new in game development. Then I recently bought a game programming book for c#. I have been following the code found in the book word for word however, I keep getting a KeyNotFoundException was

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Daniel Schuller is a British-born computer game developer who has worked and lived in America, Singapore, Japan, and is currently working in the United Kingdom.

C# Game Programming: For Serious Game Creation provides you with all the information you need to take your game ideas from concept to completion. Additional

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