

# Games Development

Tom Wendel (tom.wendel@microsoft.com)

Developer Evangelist @ Microsoft

# Worauf kommts an?

- Die Game Loop
- Asset Management
- 2D/3D Rendering
- Input Handling
- Game Components

**Tom Wendel**

[Tom.wendel@microsoft.com](mailto:Tom.wendel@microsoft.com)

<http://blogs.msdn.com/twendel>

<http://facebook.com/tom.wendel>

@Bobstriker on Twitter

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