TeenCoder^{TM}: Game Programming
Third Edition Errata Sheet

Updated May 6, 2015

This document lists the known typographical or other corrections to the *TeenCoder^{TM}: Game Programming* Third Edition course.

- The Chapter 13 Star Racer activity starter contains an incorrect function definition:

```
private void DrawStarsAndAsteroids(SpriteBatch spriteBatch, Camera currentCamera)
```

The first parameter, **SpriteBatch**, is not necessary because the object is a class member variable, and therefore already available within the function. The parameter was removed from the activity instructions and activity solution code, but was accidentally left in the starter code. To fix, delete the first parameter so resulting function accepts just a **Camera** object:

```
private void DrawStarsAndAsteroids(Camera currentCamera)
```

Then, you can successfully call the DrawStarsAndAsteroids() function using just a Camera parameter as described in the activity instructions.