

LiquidFun: Game structure and a simple game

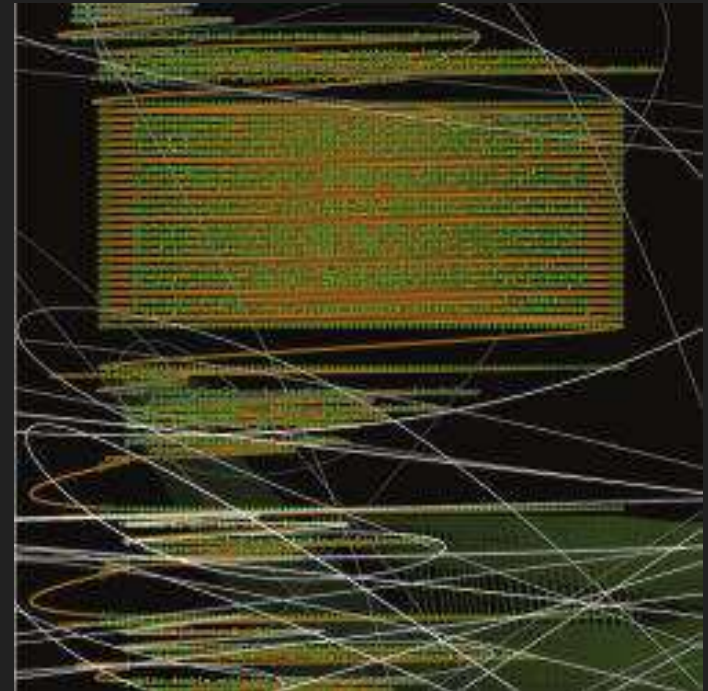
Karstein Brynestad / 许云深

Department of Industrial Engineering, Tsinghua University

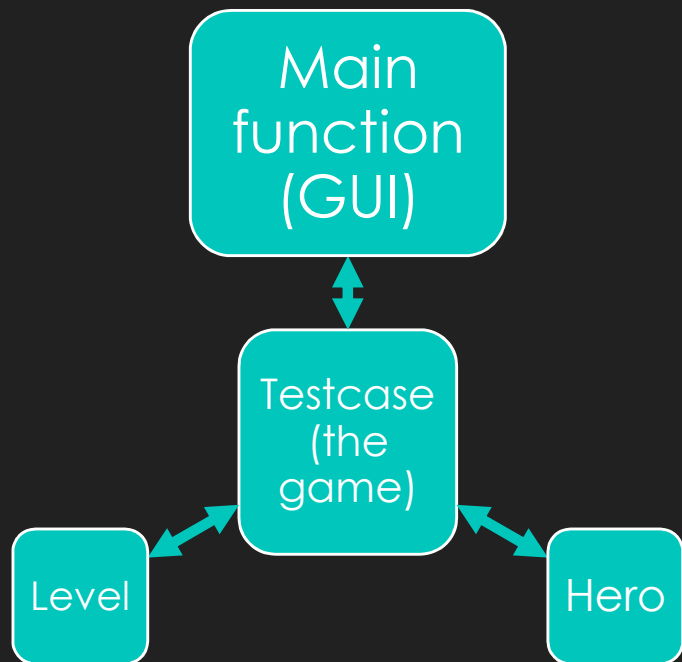
Institute of Industrial Economy and Technology Management, NTNU

The problem of making a game in LiquidFun

- GUI function making use of 1 header file per «testcase»
- Can add a cpp file, but you still end up with a lot of lines of code if you want your game to be engaging



The solution

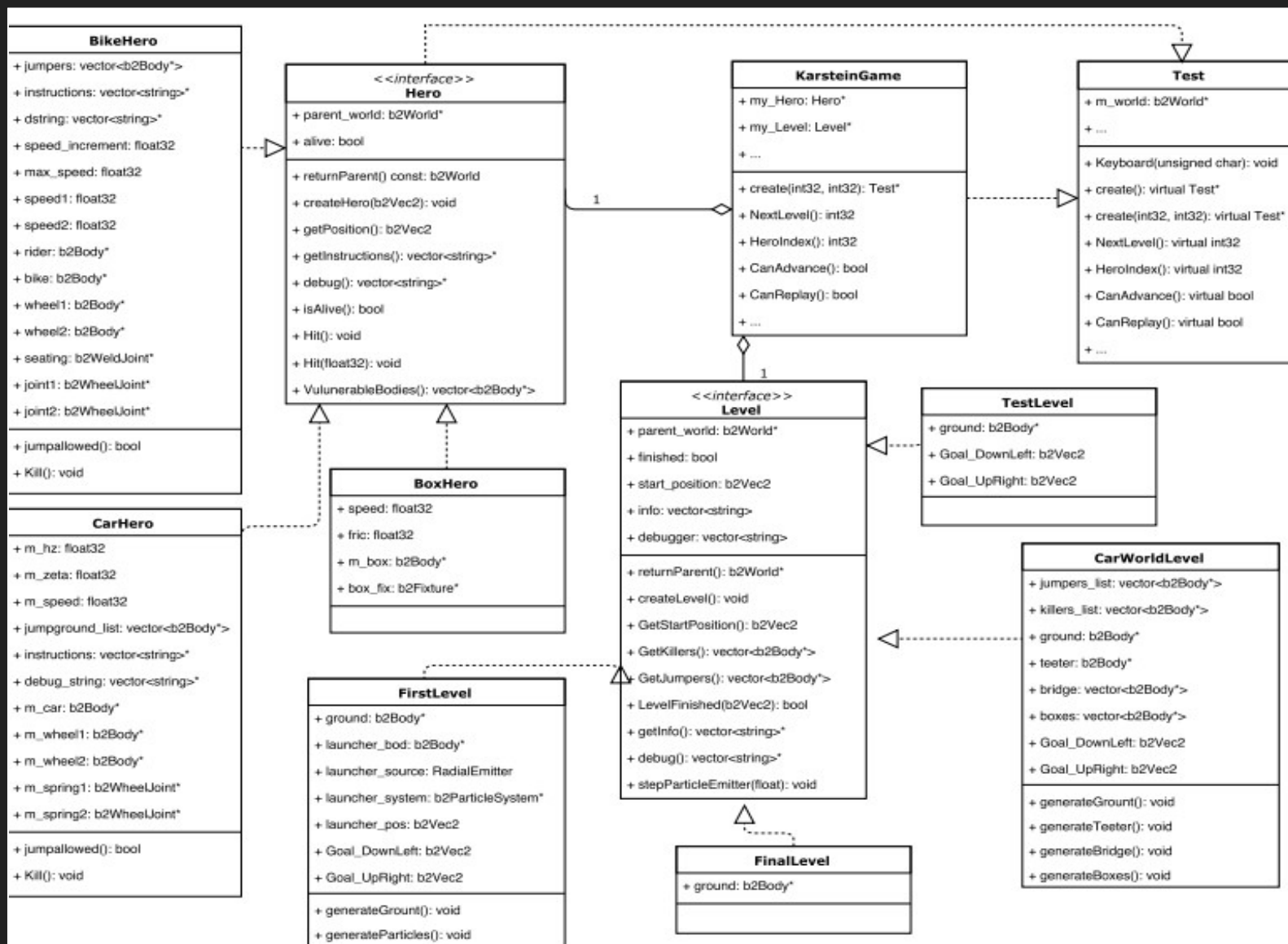


Welcome to the TrialGame

To start the game, press 'a' to play with BikeHero, press 's' to play with CarHero or 'd' to play with BoxHero.

- + Easy to add new levels and heros
- + Structure of the game file only needs simple revisions

In UML





Let's check it out!

Possible extensions

Save/load game: write and read a file

Top scores: write and read a file

A graphical Hero and Level editor tool



In summary

Adapter design pattern enables a more modular program structure

Easy to revise

Fun extensions possible

Karstein's game for OOP 2017

****PAUSED****

First Level

Objective: Make the massive jump up, and survive the fall down!

Keys: 'a' = accelerate left, 'd' = accelerate right, 'w' = jump, 's' = brake

Keys: 'j' = lean left, 'l' = lean right, 'k' = free rolling

Score: 8102

