

# CREATING A GAME

Part 1



<http://aka.ms/flowlabslides>

# WHO AM I?

My name is **Bret Stateham**

I work for **Microsoft** as a **Technical Evangelist**

You can find me at:

Email: [Bret.Stateham@Microsoft.com](mailto:Bret.Stateham@Microsoft.com)

Blog: [BretStateham.com](http://BretStateham.com)

Twitter: [@BretStateham](https://twitter.com/BretStateham)

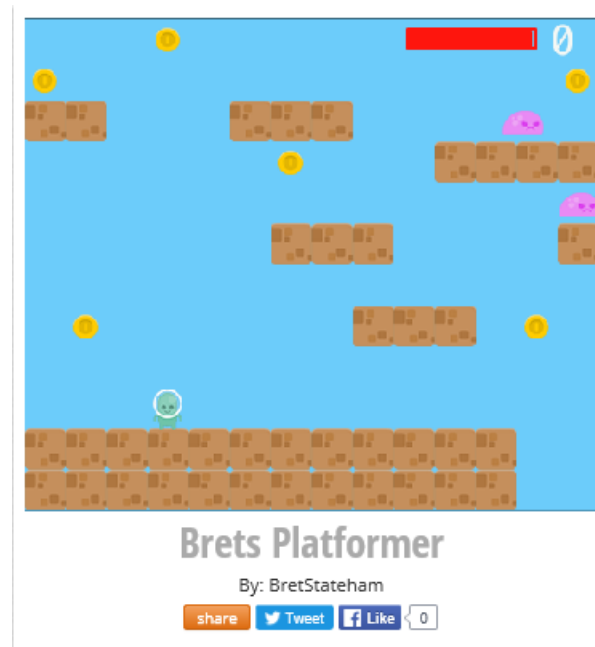
YouTube: [youtube.com/Bstateham](https://youtube.com/Bstateham)

Channel 9: [channel9.msdn.com/niners/BretStateham](http://channel9.msdn.com/niners/BretStateham)



# WHAT ARE WE GOING TO MAKE?

A "PLATFORMER" GAME!



Try mine out at <http://aka.ms/BretsPlatformer>



# WE'LL USE FLOWLAB.IO



<http://flowlab.io>



# LOTS OF OTHER GAME ENGINES

- We are using flowlab.io because:
  - You can sign up for free and create up to 3 games at a time
  - You don't have to install anything
  - You can easily see the code from others
  - The concepts you learn here will apply to other game engines
- Want something a little more complex? Check “**Construct 2**” from [scirra.com](https://scirra.com)
- Want something a lot more complex, but really powerful? Check out “**Unity 5**” from [Unity3D.com](https://unity3d.com)

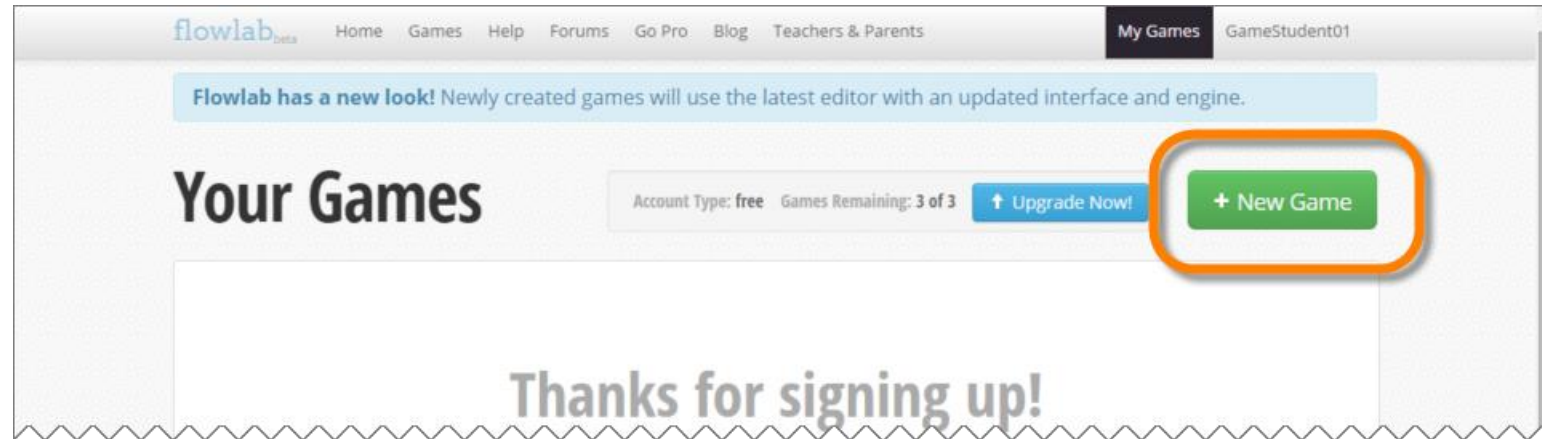


# LOGIN INTO HTTP://FLOWLAB.IO

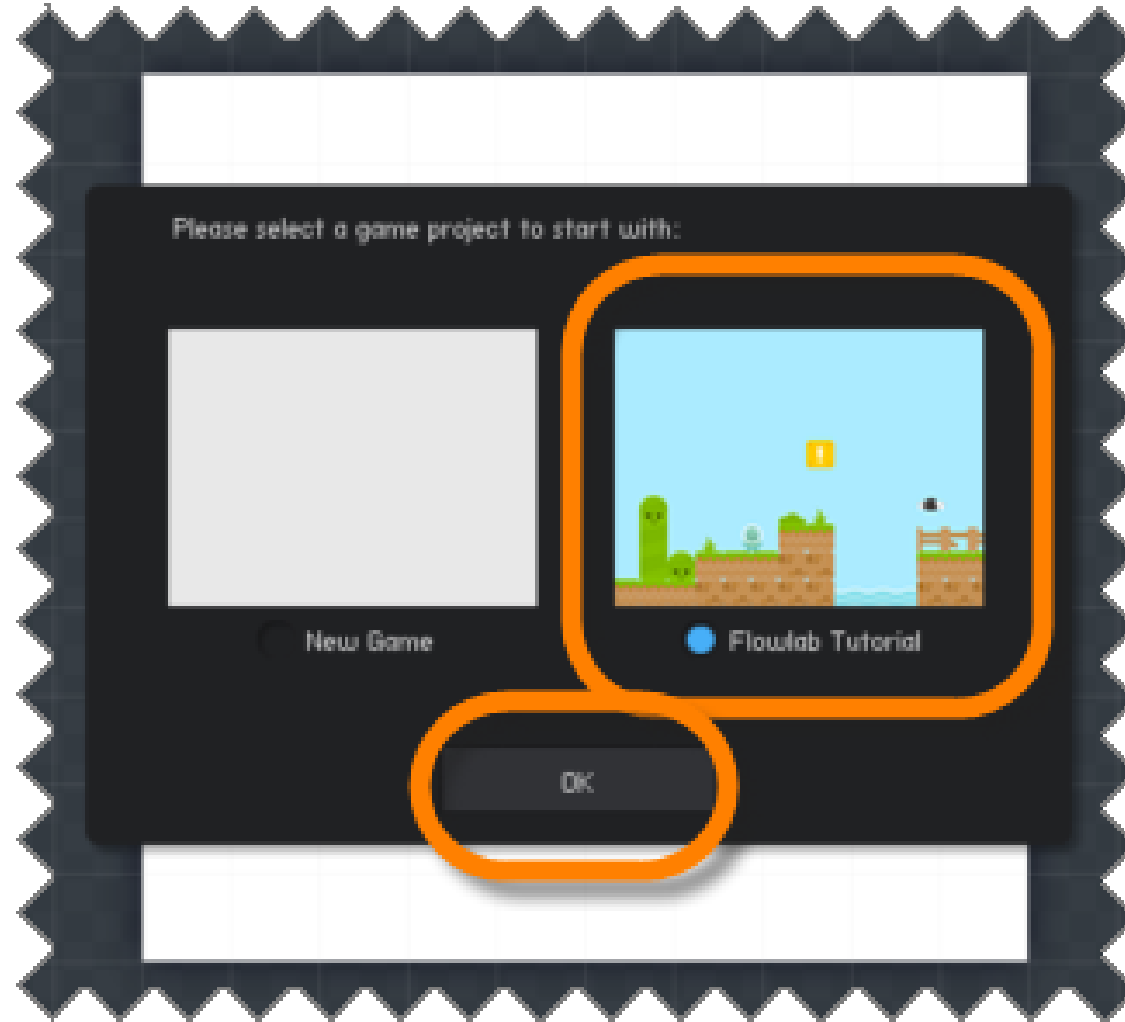
- First, make sure you know your "*SEAT NUMBER*"
- Open Google Chrome and go to <http://flowlab.io>
- User Name: "GameStudent*XX*@outlook.com"  
(where "*XX*" is your two digit "*SEAT NUMBER*")
- Password: Game0216 (capital "G", and a zero)
- If you prefer to create your own login, that is fine



# CREATE A NEW GAME

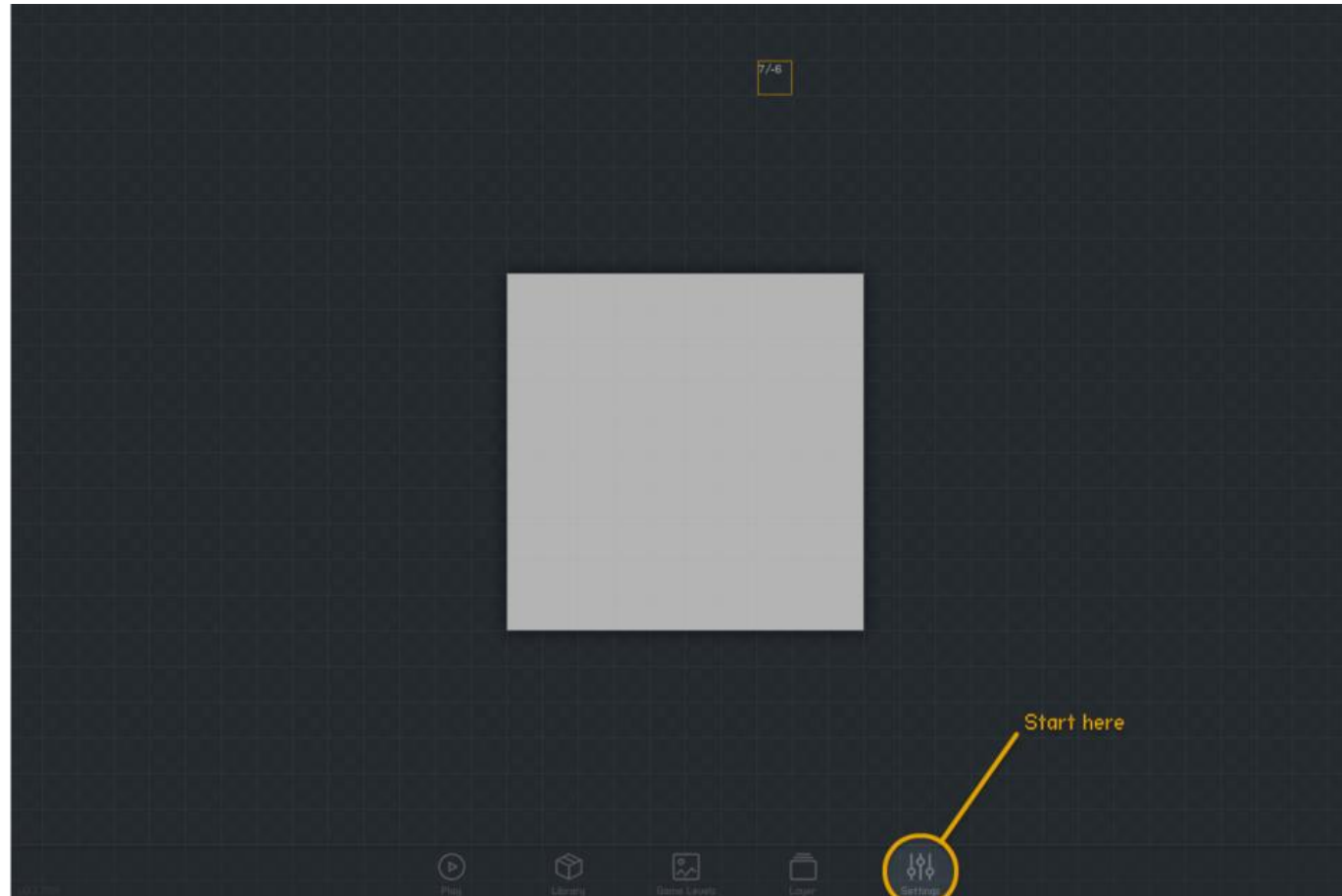


# CHOOSE “FLOWLAB TUTORIAL” GAME

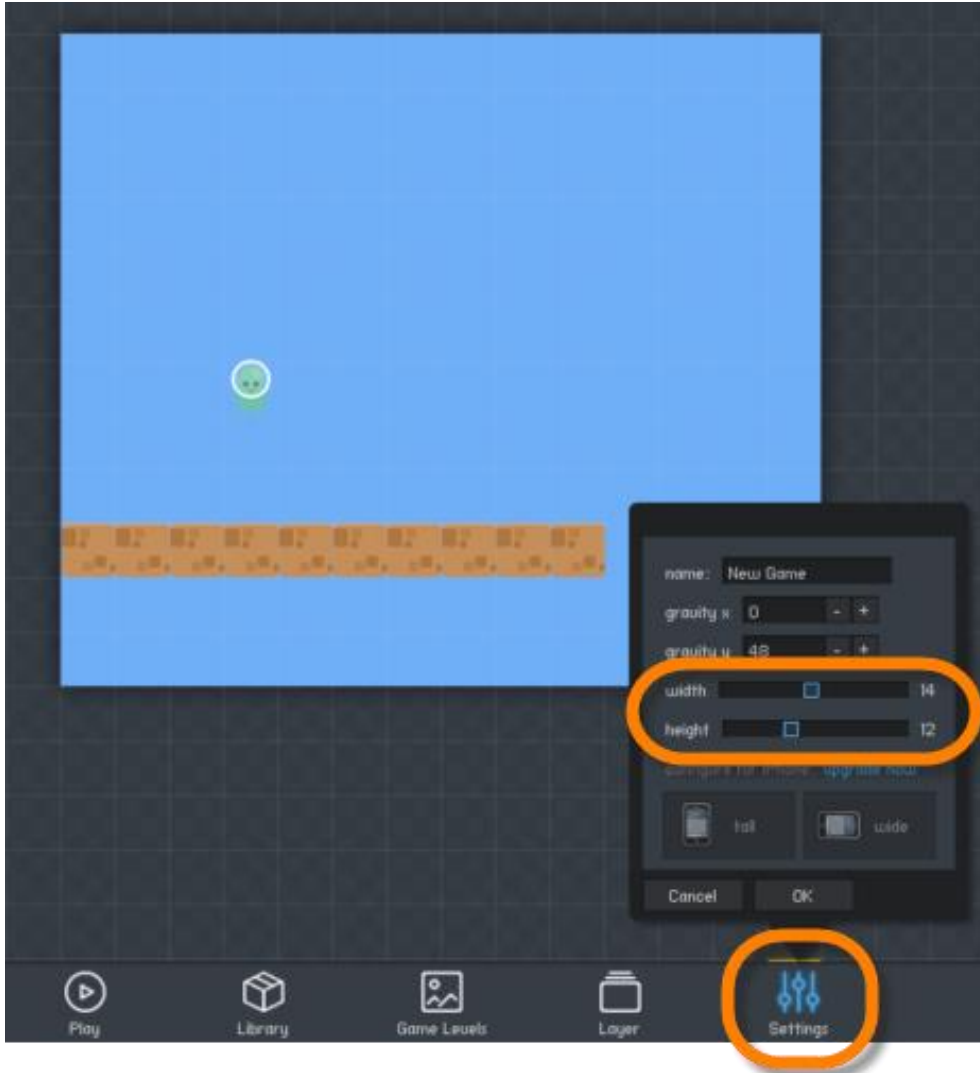




# FOLLOW ALONG WITH ME



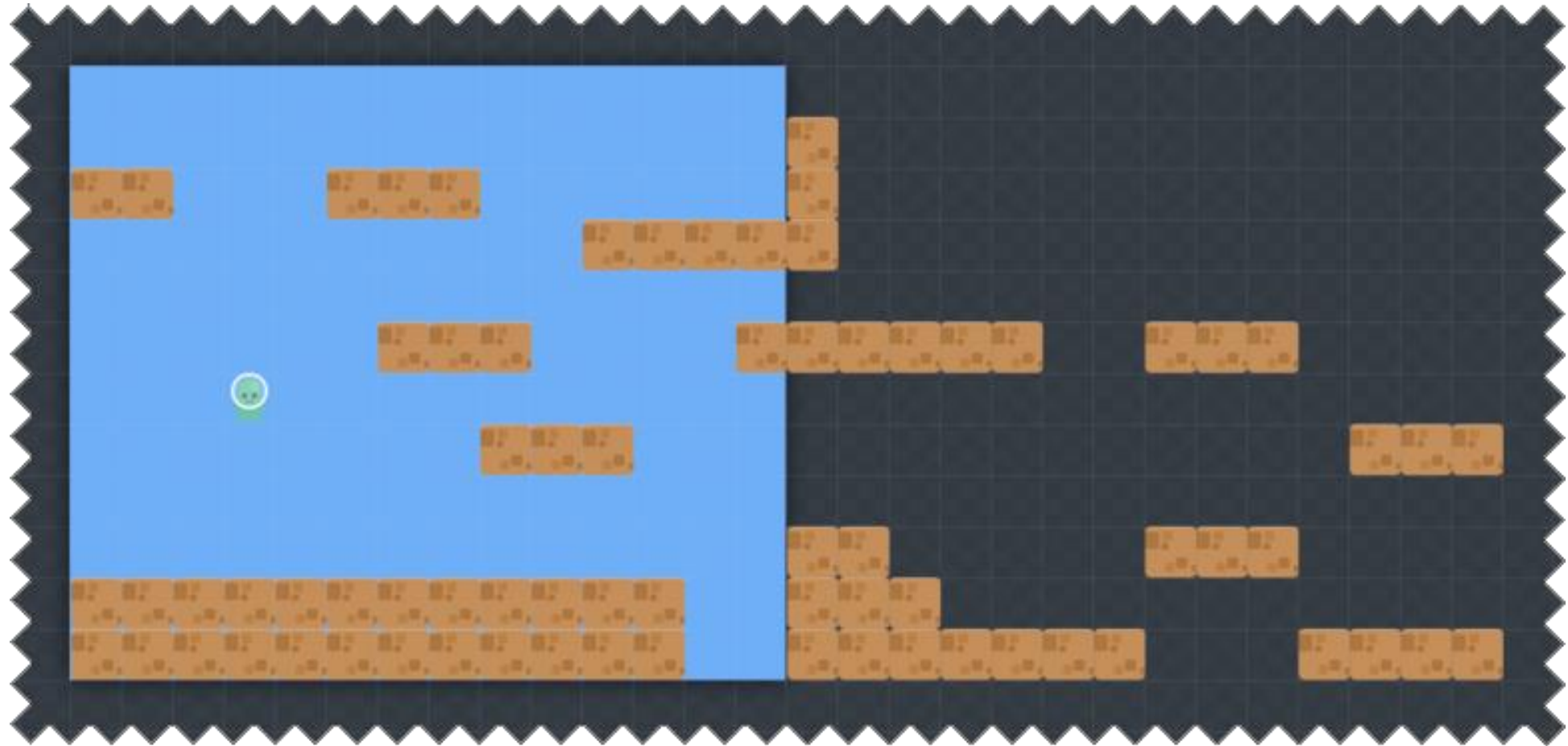
# LET'S MAKE IT BIGGER



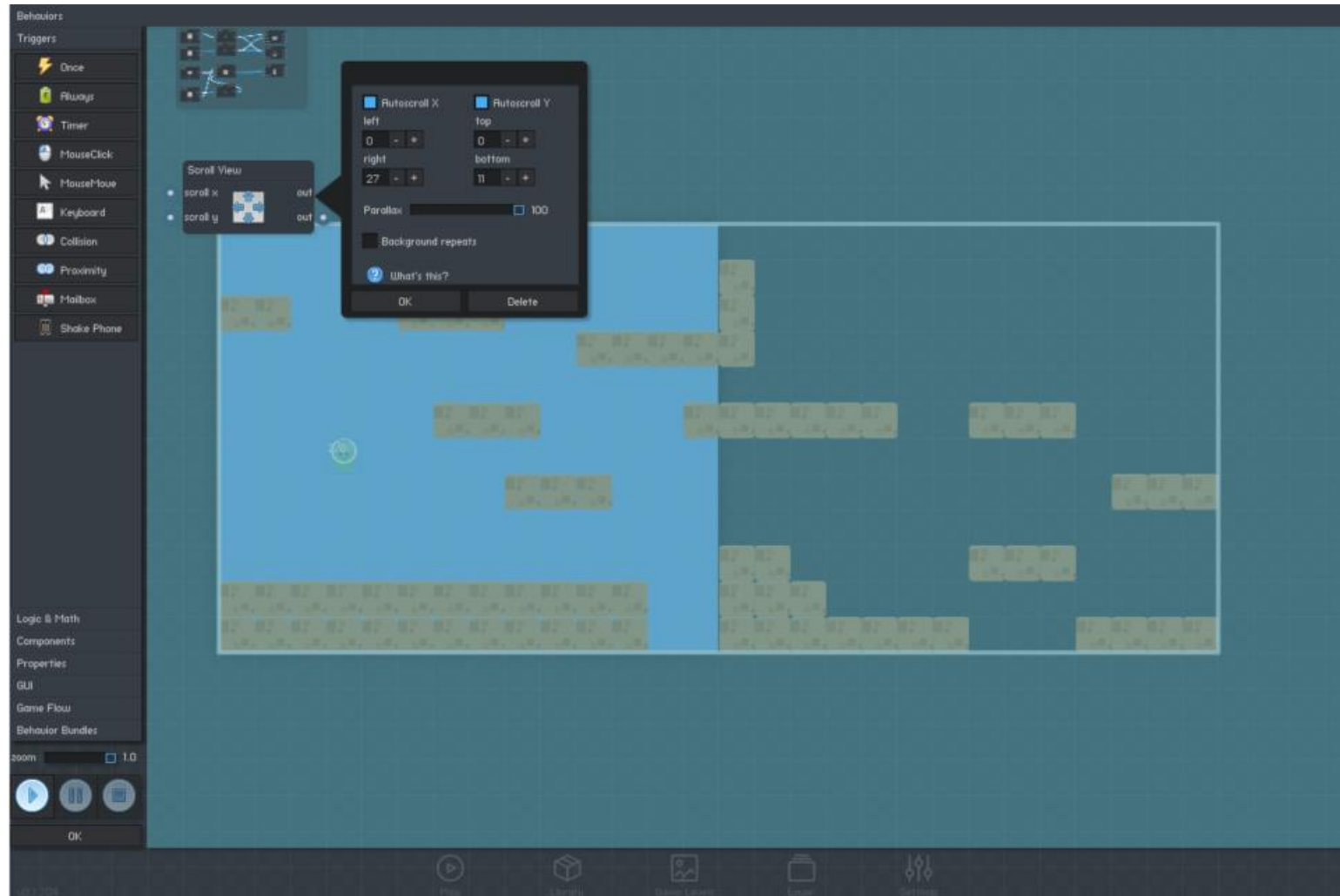
Width: 14  
Height: 12



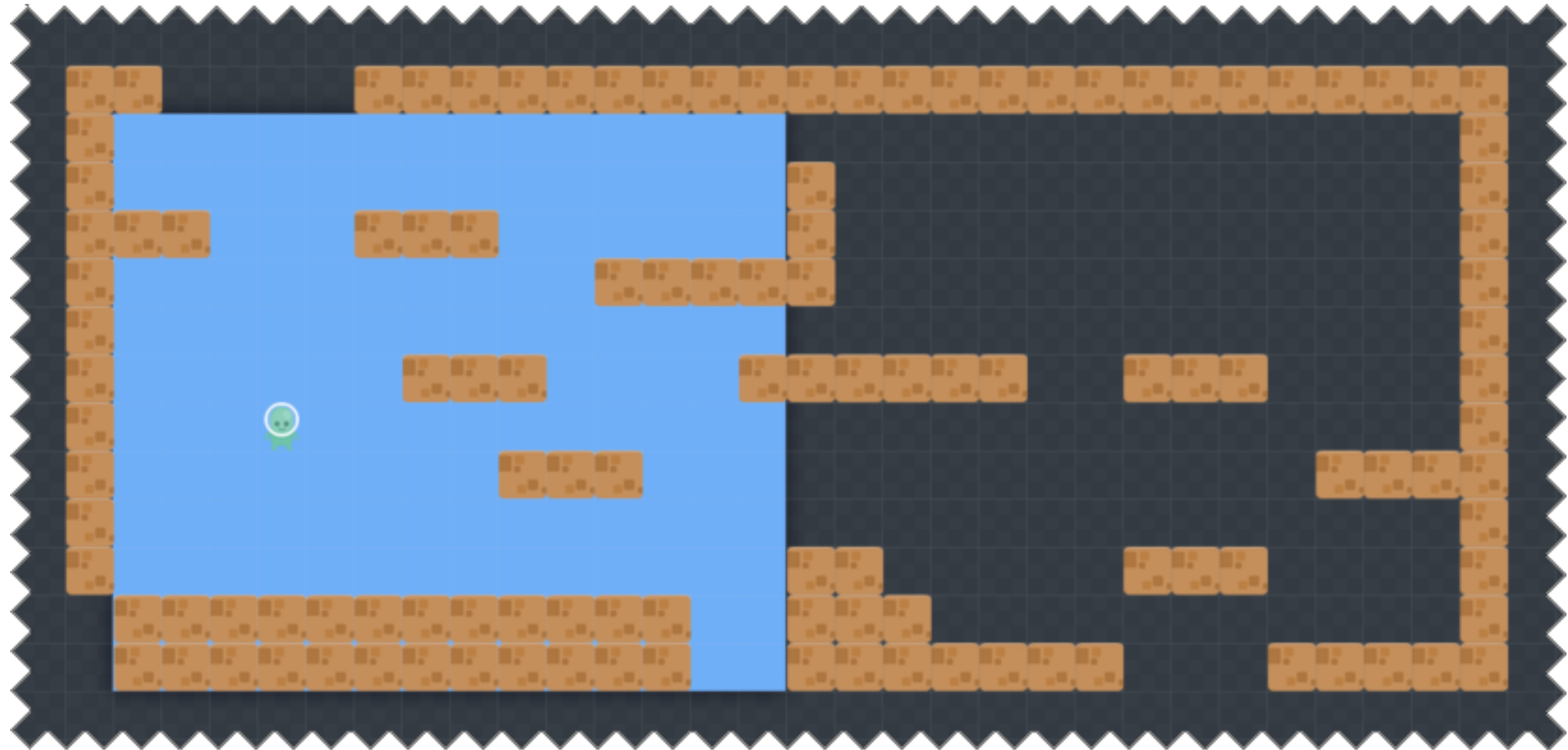
# CREAT A BETTER PLATFORM LAYOUT



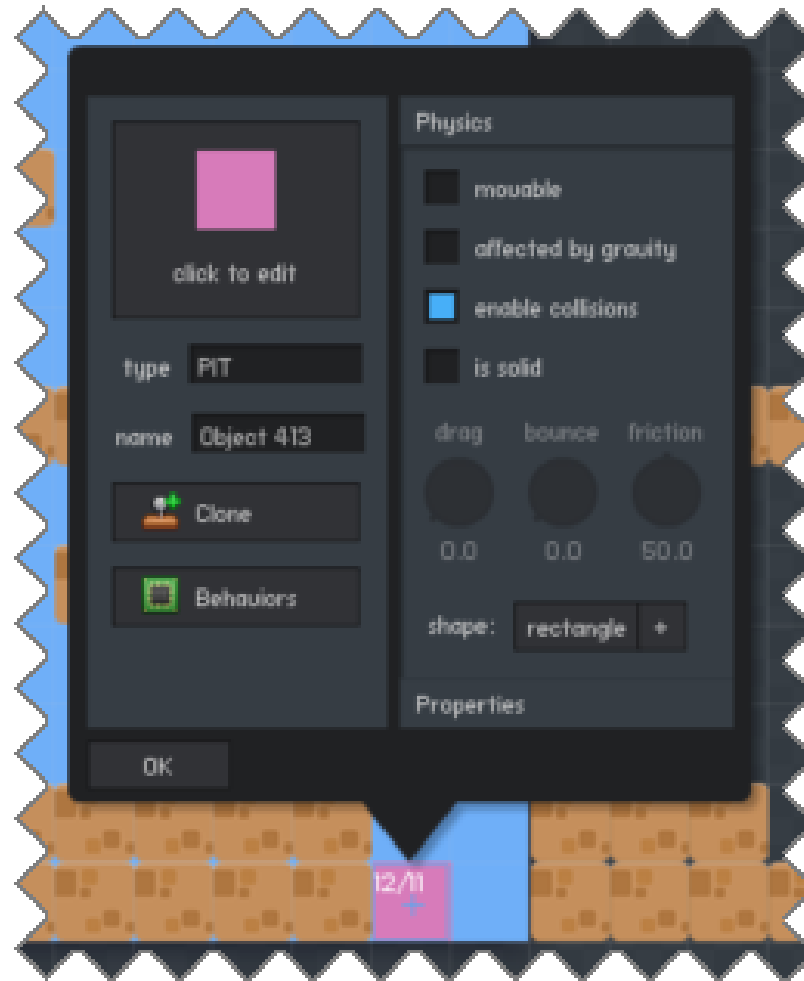
# ADD THE SCROLL VIEWER TO PLAYER



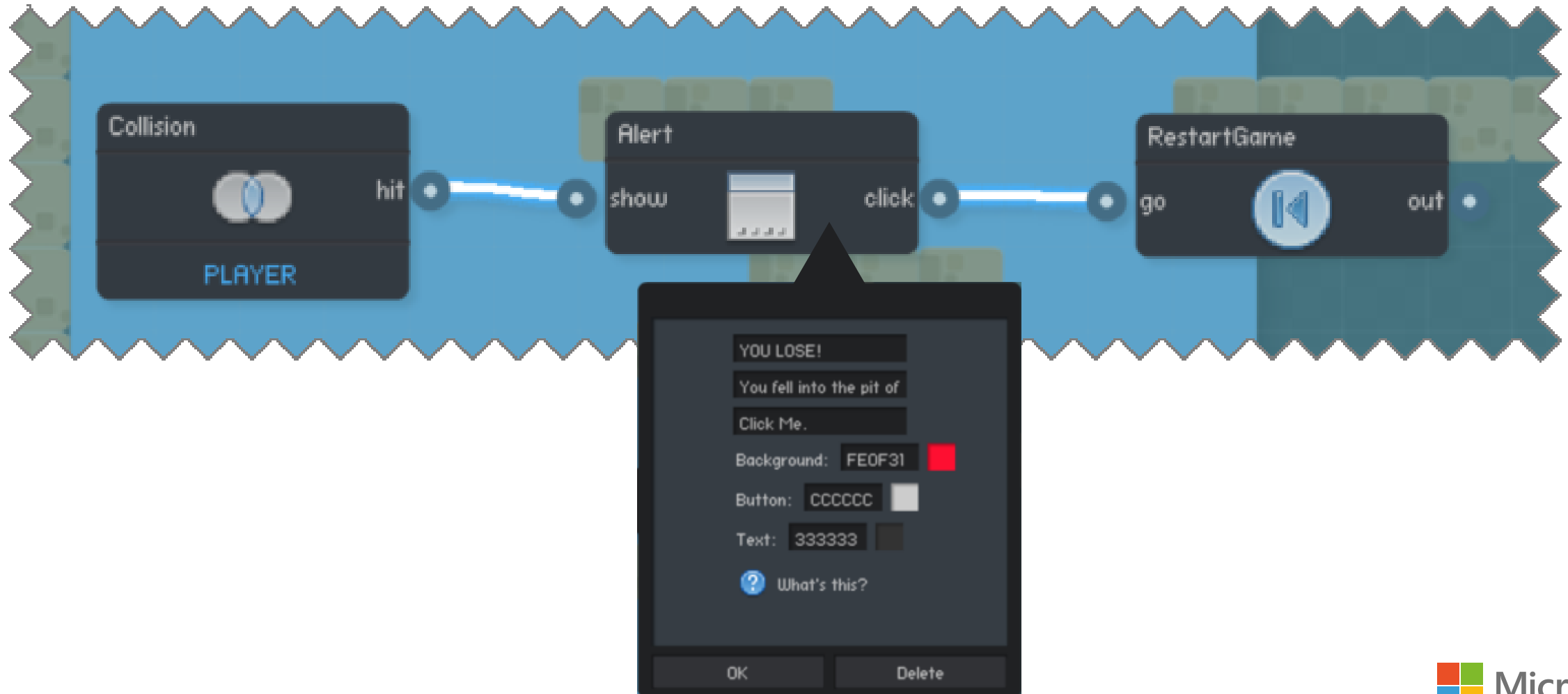
# ADD BOUNDARIES



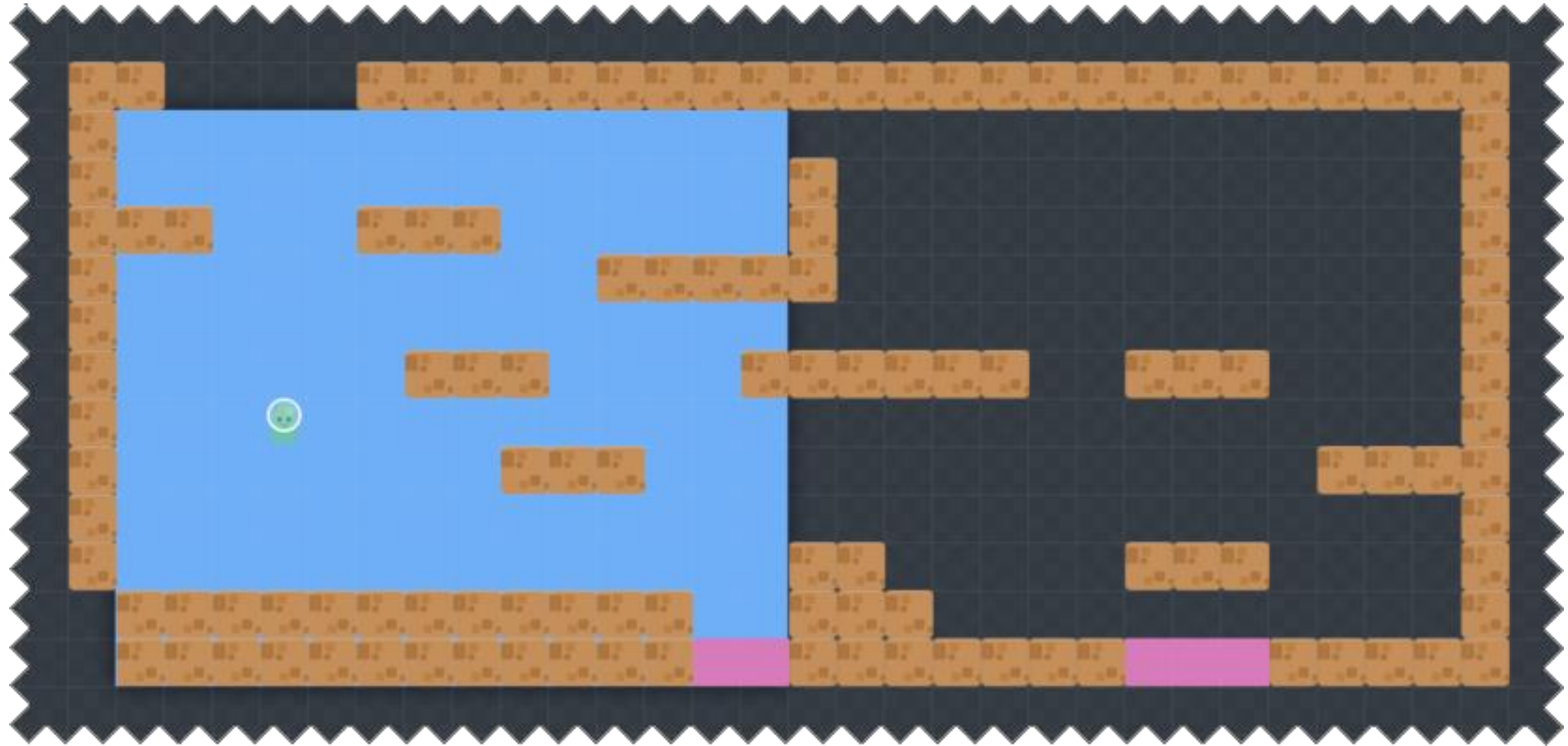
# CREATE PITS



# ADD PIT COLLISION LOGIC



# FILL THE PITS IN

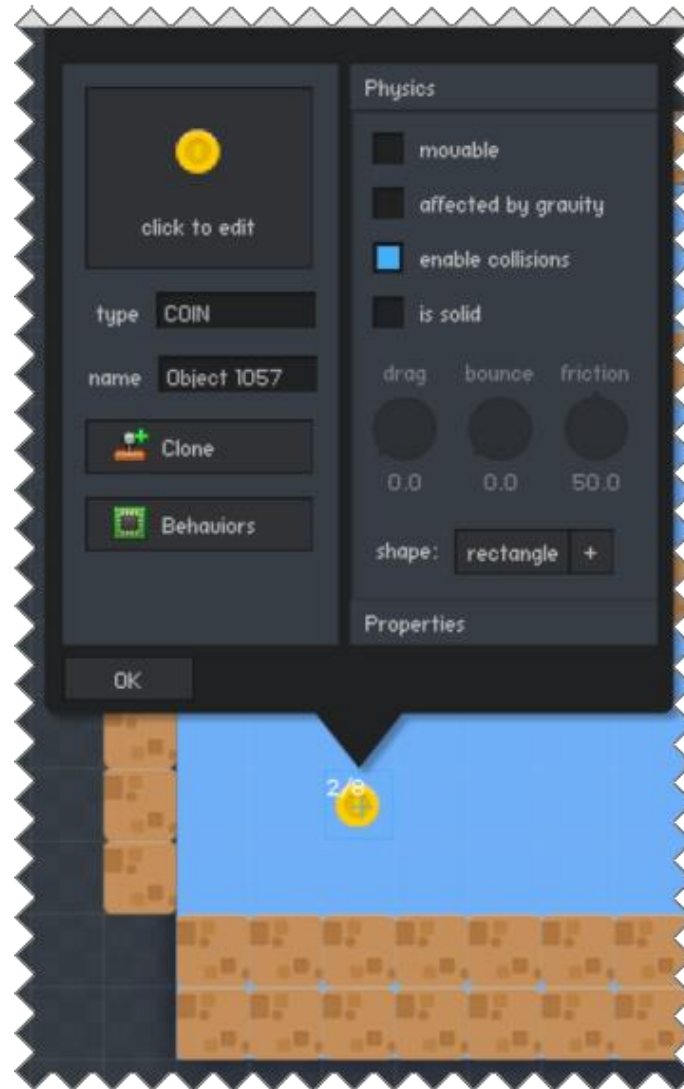




# ADD BEHAVIOR TO HIDE PITS



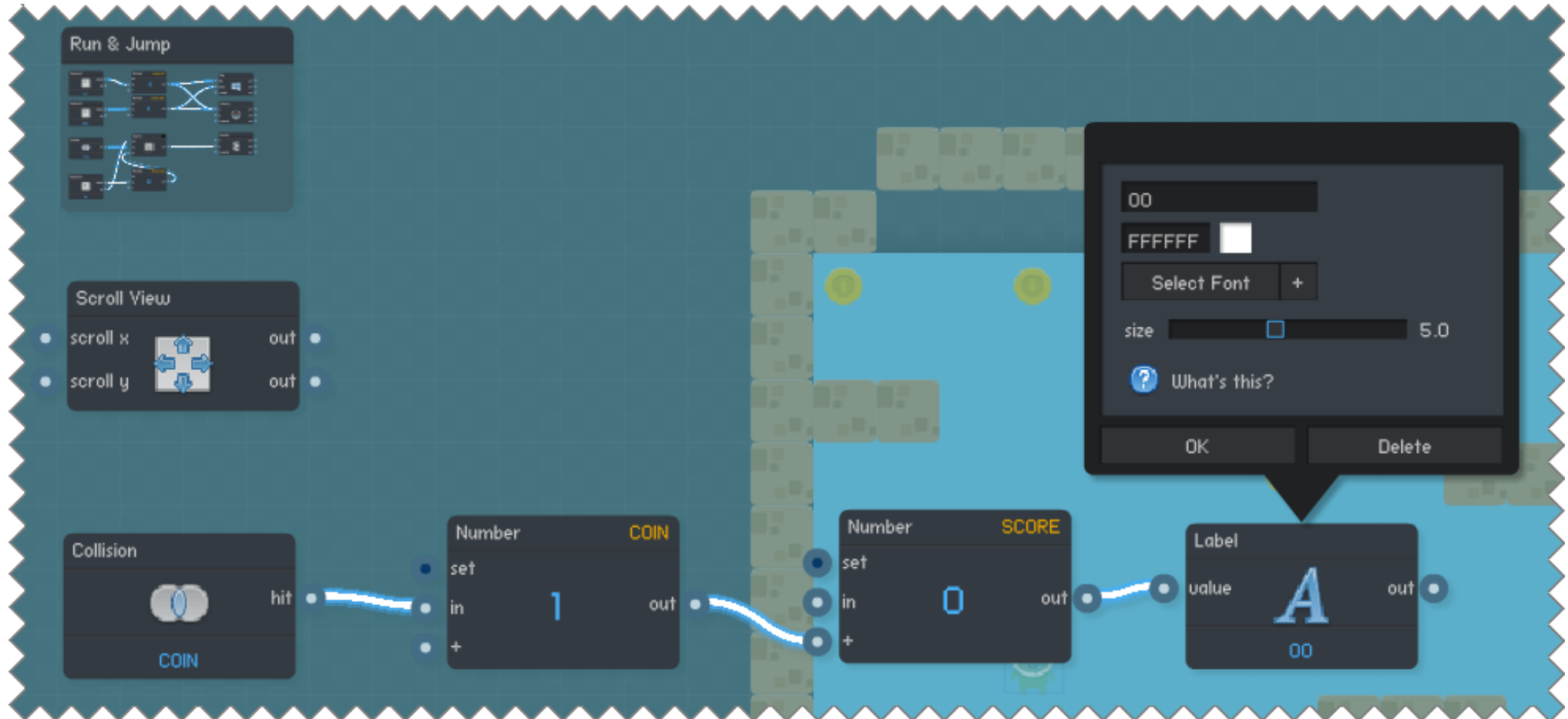
# ADD THE COIN



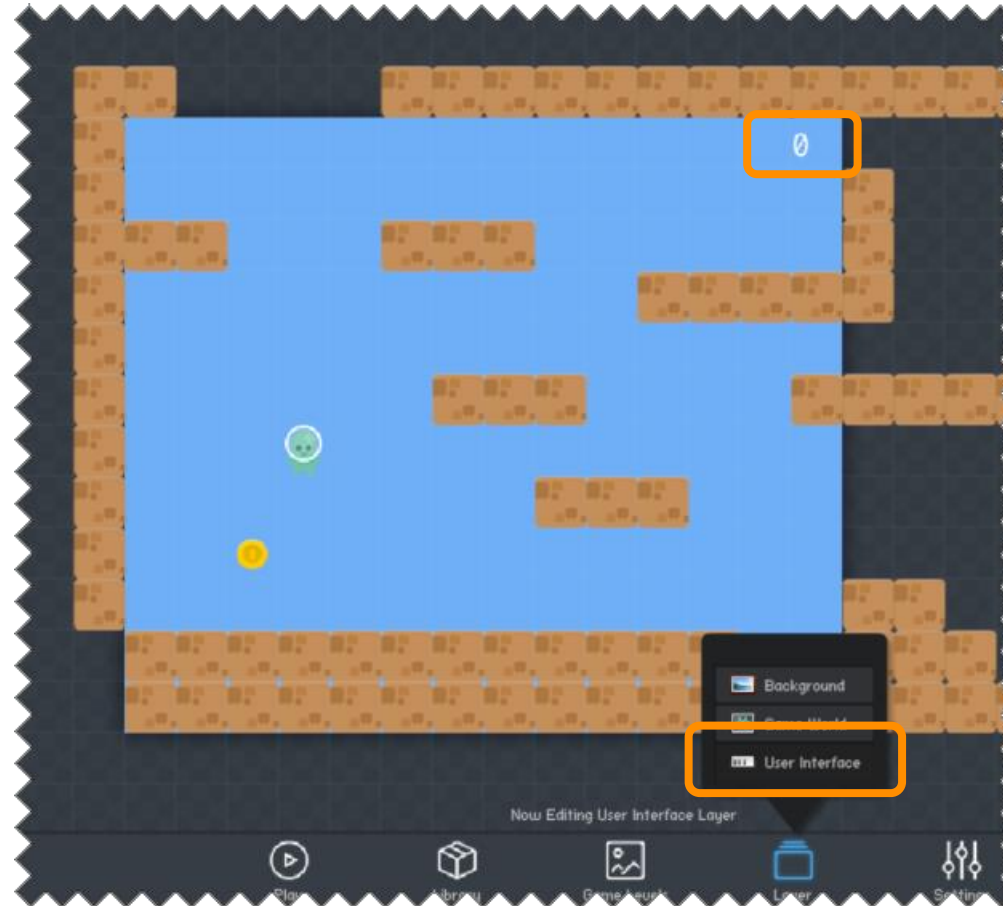
# ADD LOGIC TO THE COIN



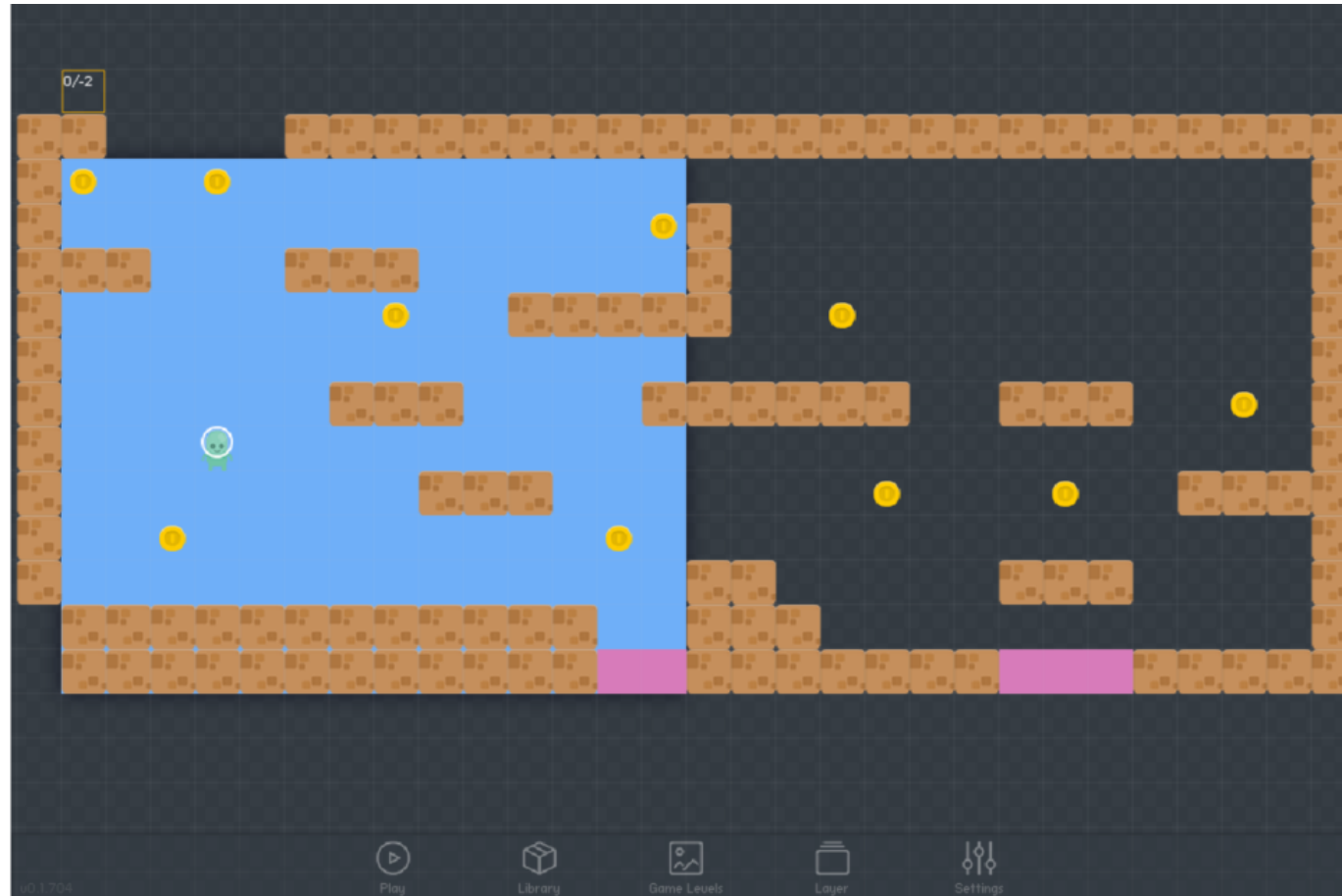
# ADD COIN TO PLAYER SCORE



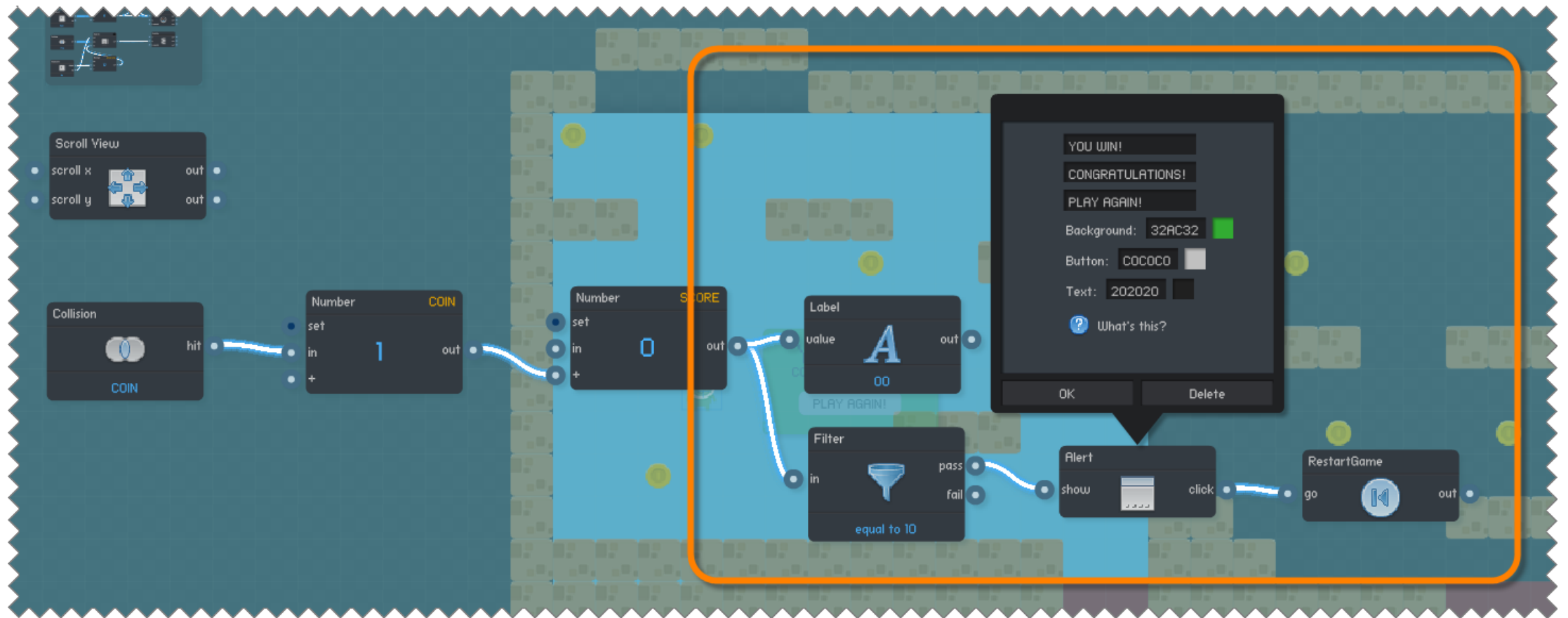
# POSITION SCORE LABEL



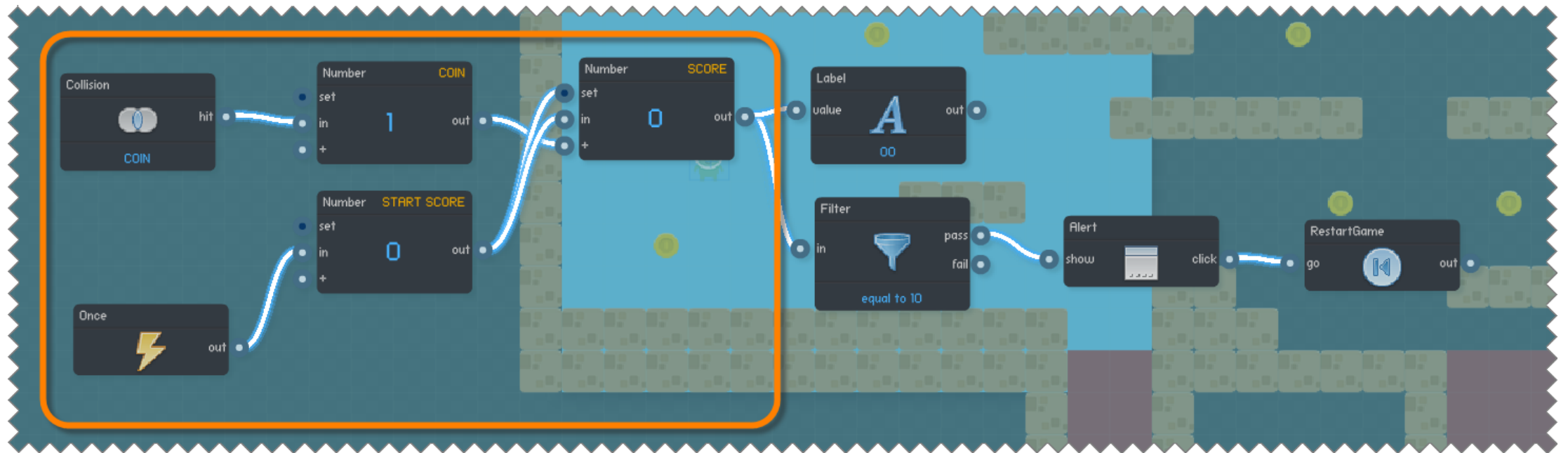
# ADD A TOTAL OF TEN COINS



# ADD GAME WIN LOGIC

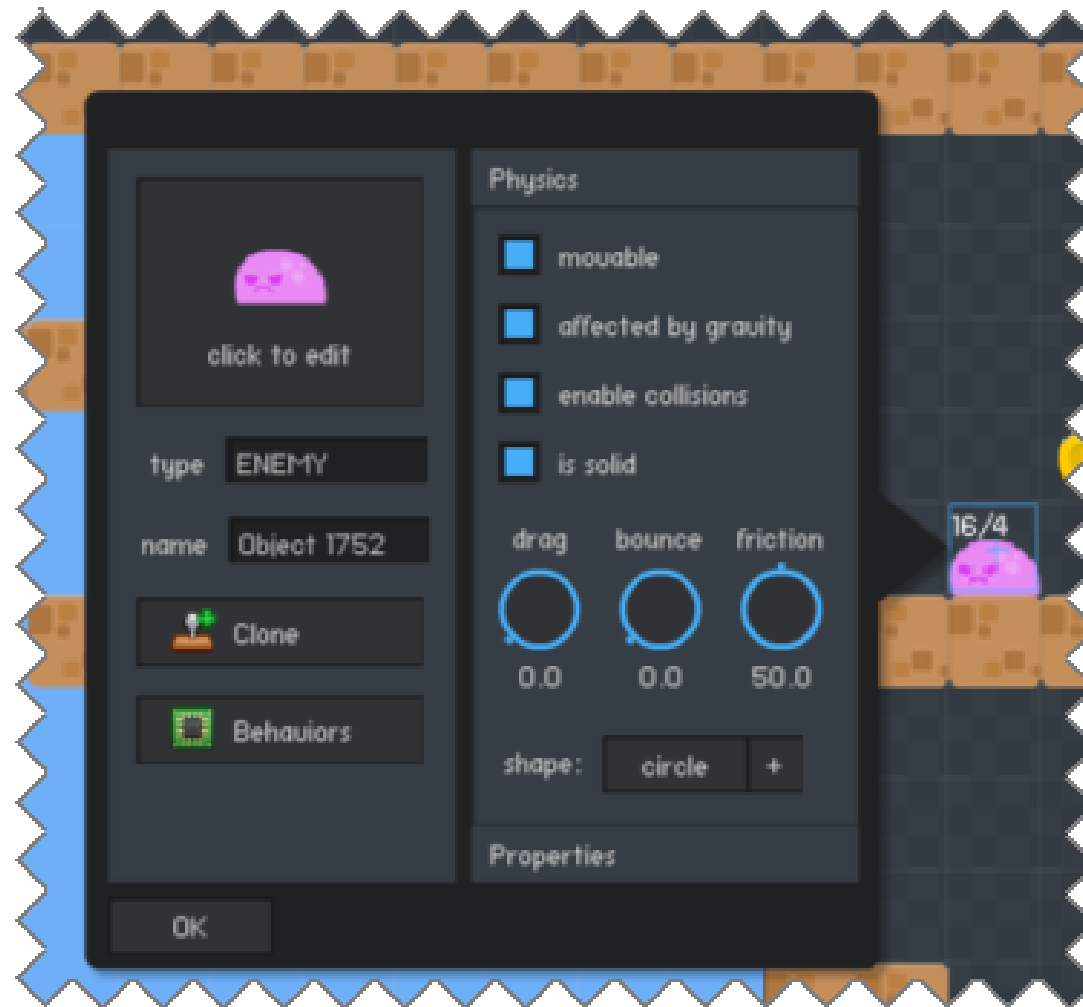


# RESET THE SCORE AT START

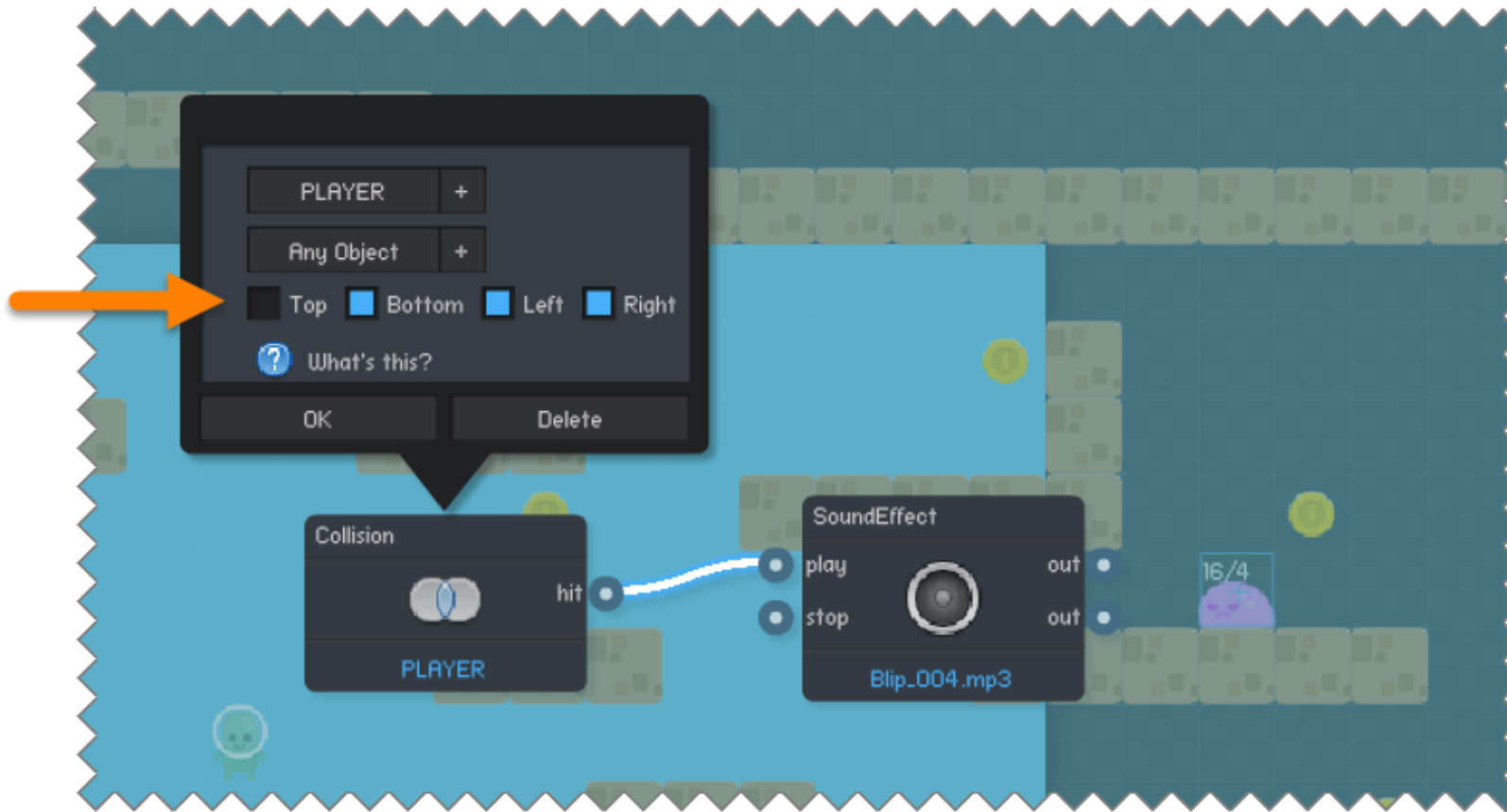




# CREATE THE ENEMY



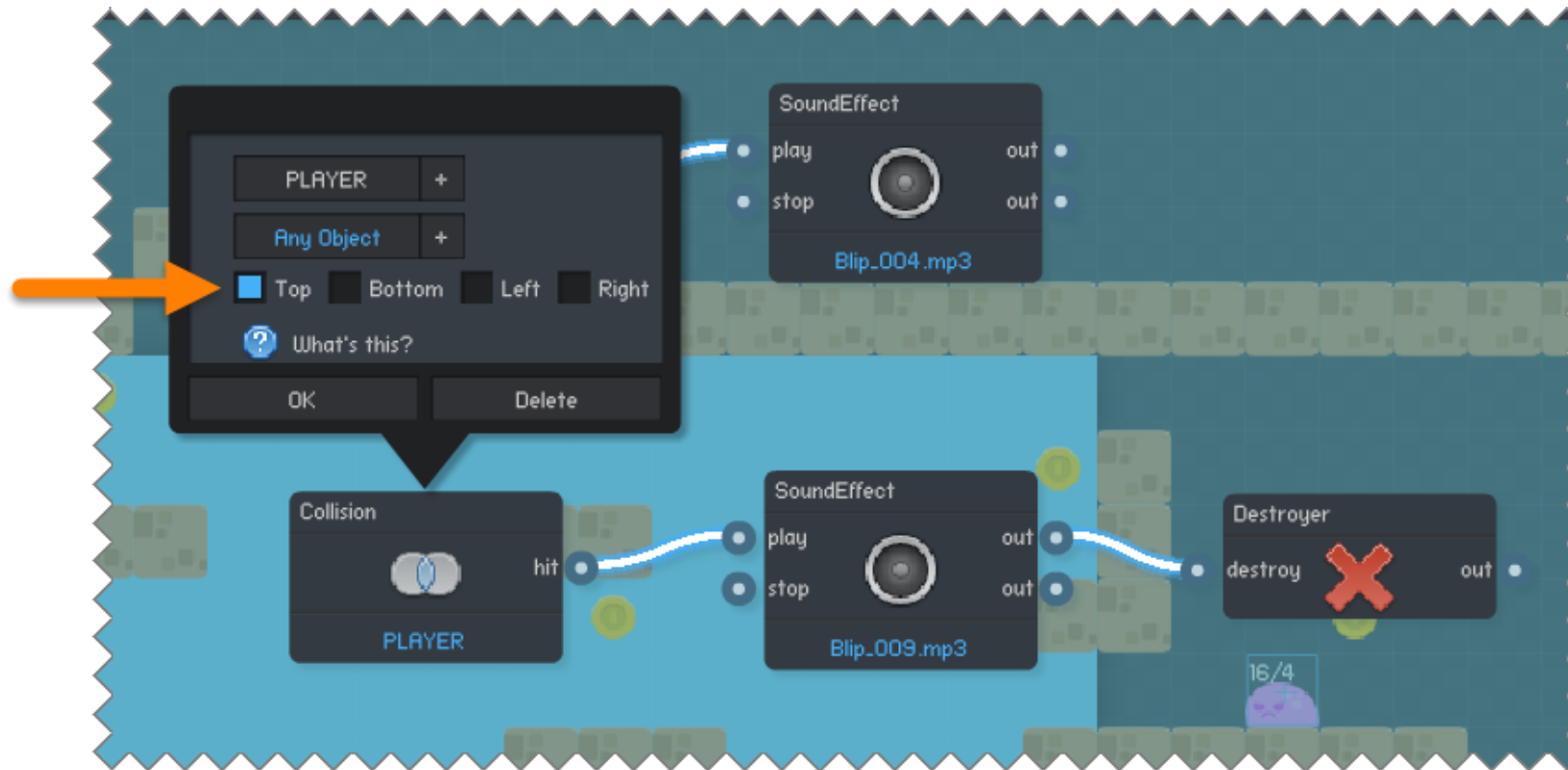
# PLAY ENEMY COLLISION SOUND



THIS COLLISION TRIGGER SHOULD ONLY FIRE IF THE ENEMY COLLIDES WITH THE PLAYER ON THE ENEMY'S SIDES OR BOTTOM, NOT THE TOP



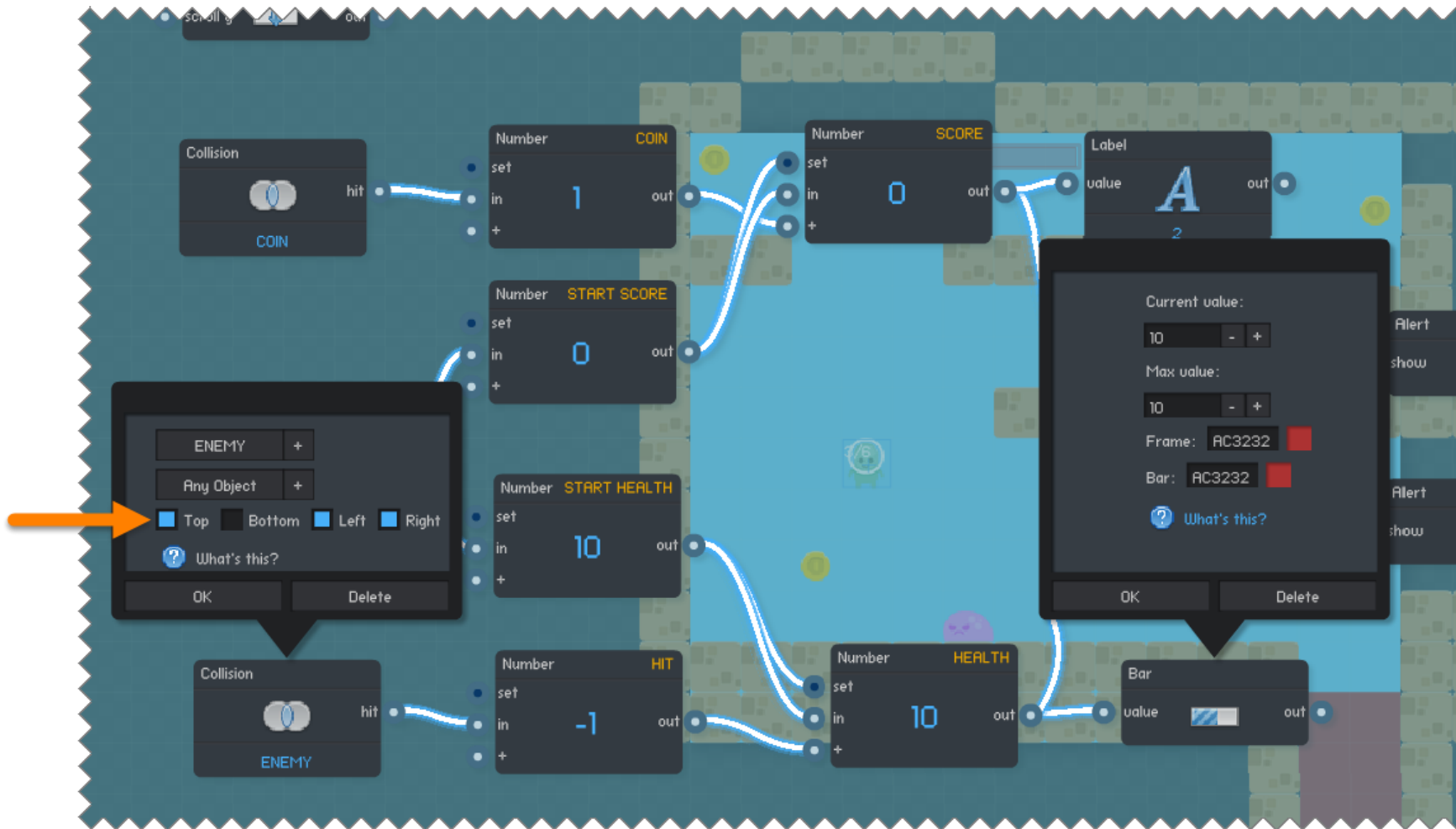
# DESTROY ENEMY ON TOP COLLISION



THIS COLLISION TRIGGER SHOULD ONLY FIRE IF THE ENEMY COLLIDES WITH THE PLAYER ON THE ENEMY'S TOP (when the player "LANDS ON" the enemy)



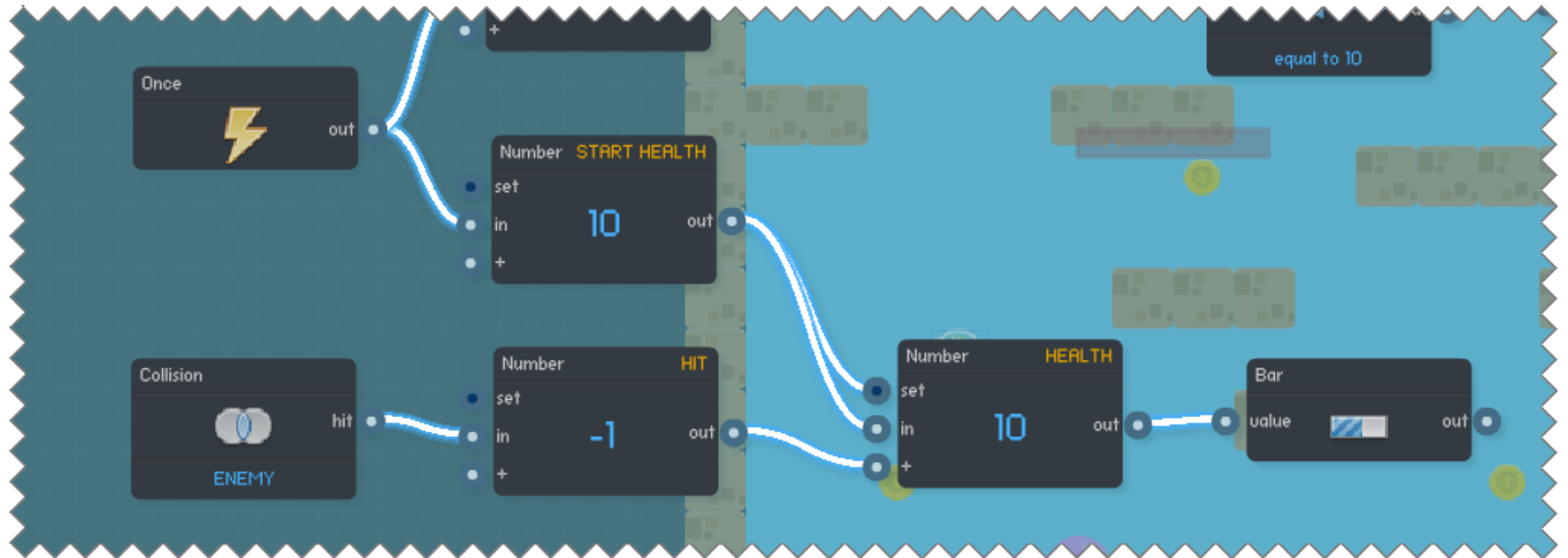
# HURT PLAYER ON ENEMY COLLISION



The player only gets hurt if it collides with the enemy on the player's TOP or SIDES



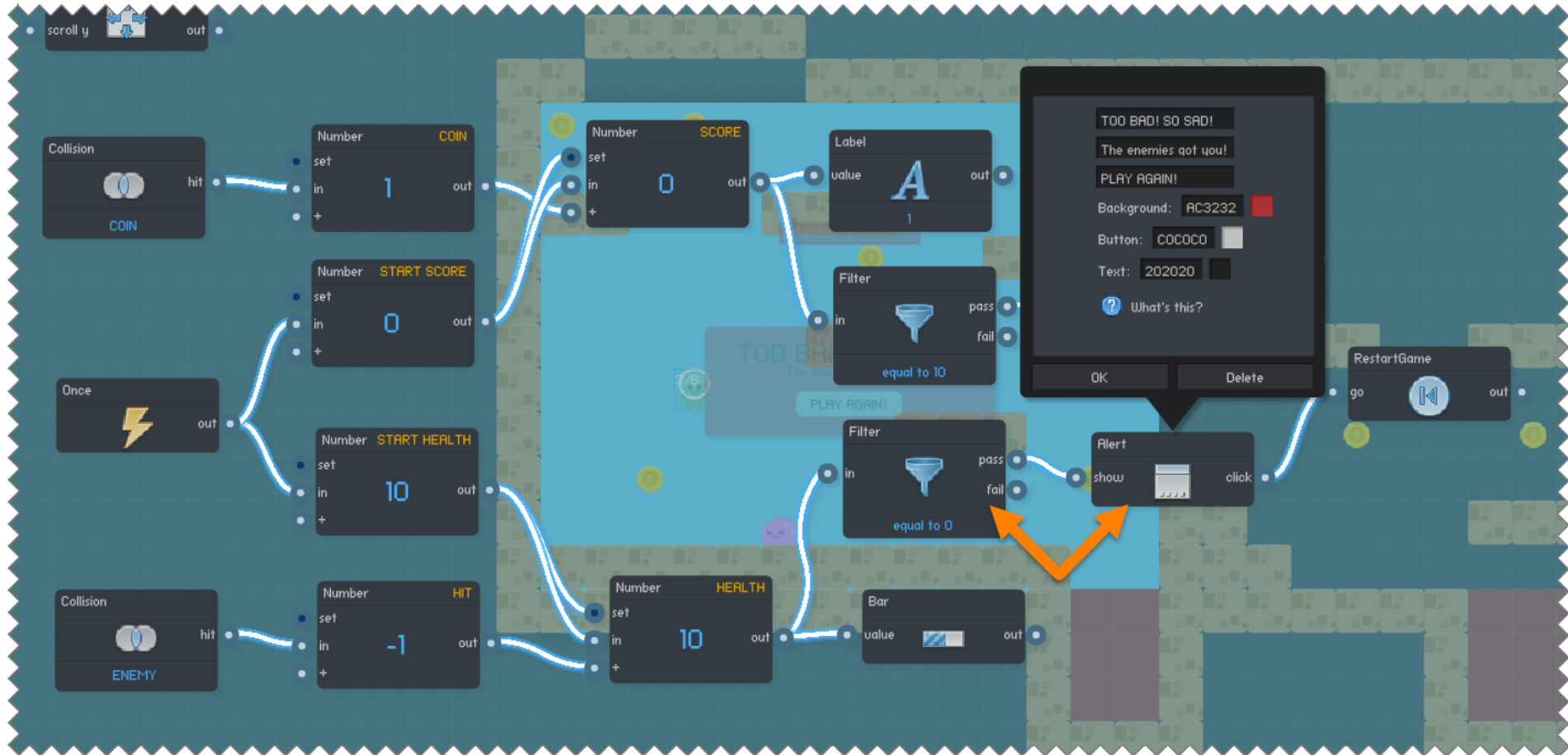
# RESET HEALTH AT GAME START



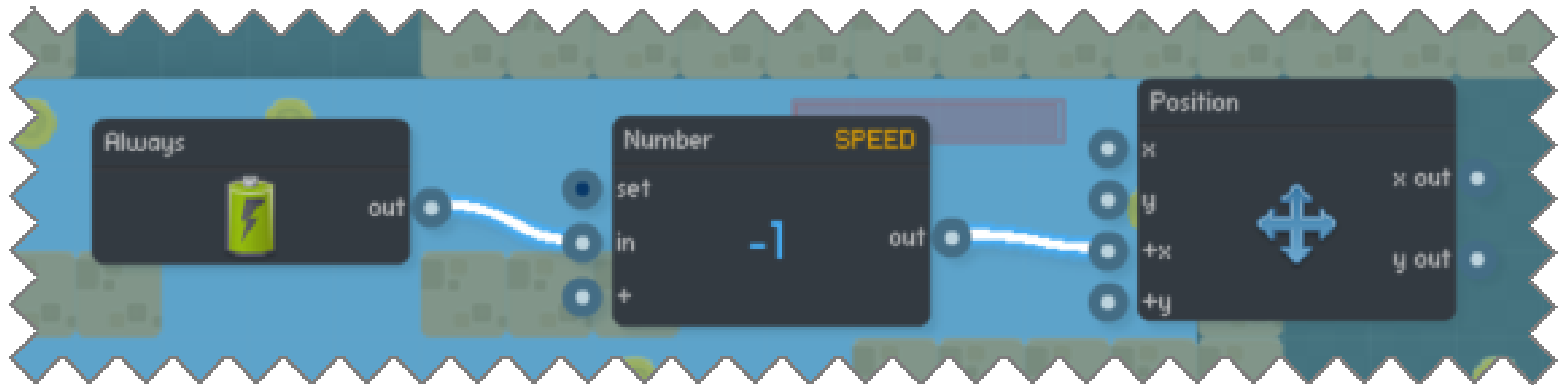
# POSITION THE HEALTH BAR



# ADD GAME OVER LOGIC TO PLAYER



# ADD ENEMY MOVEMENT

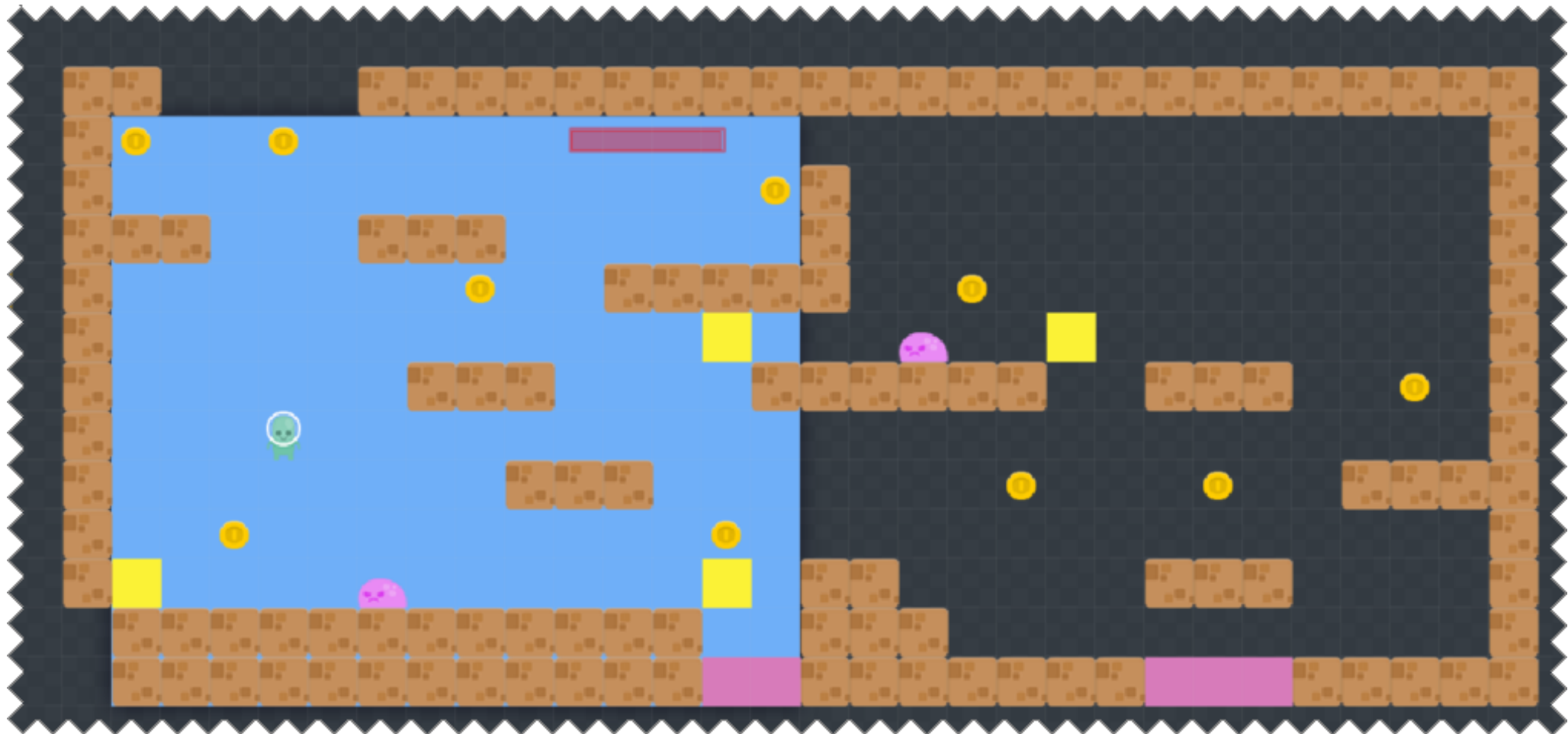




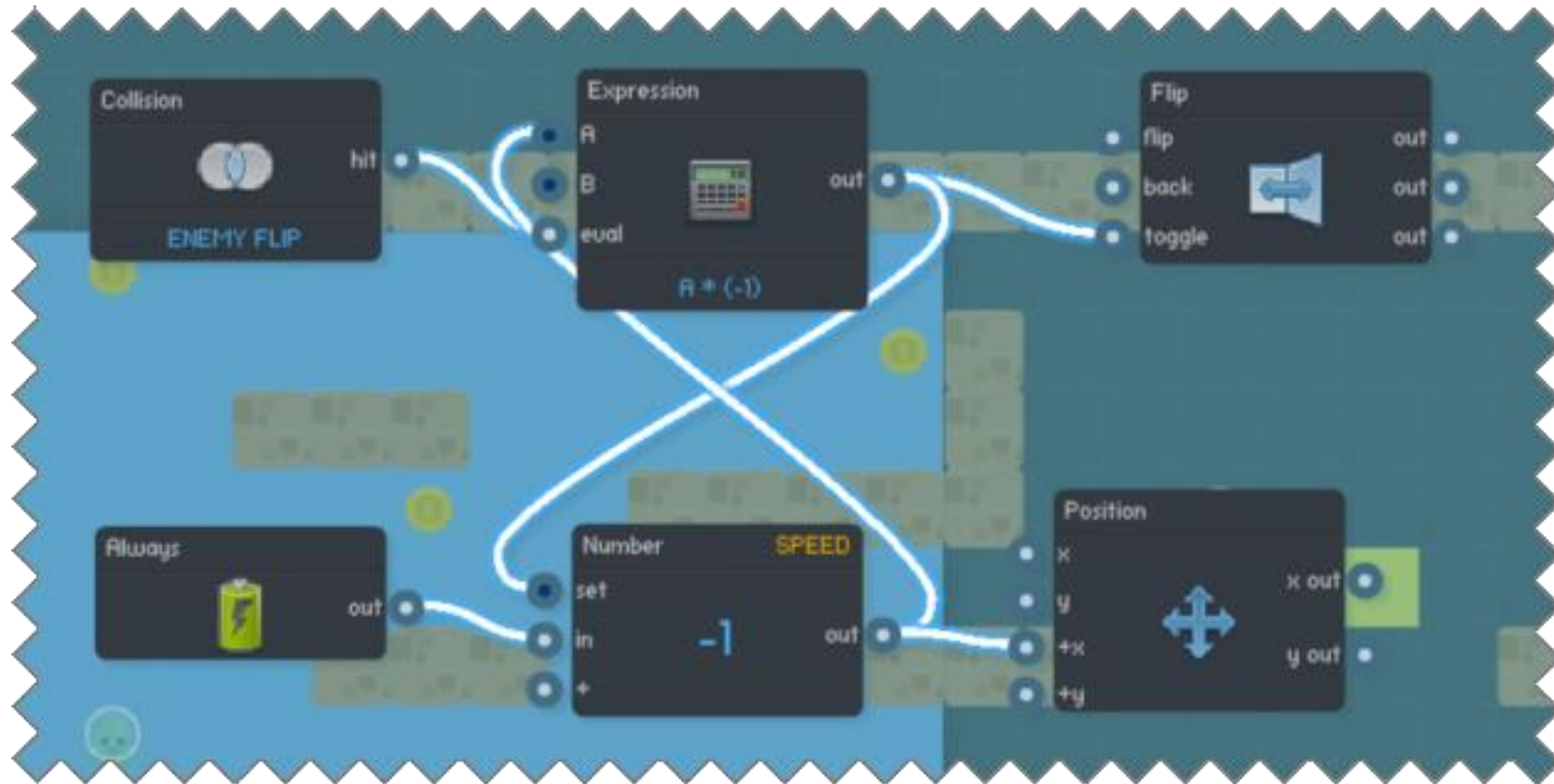
# ADD ENEMY FLIP BLOCK



# PLACE WHERE ENEMY SHOULD “FLIP”



# ADD FLIP BEHAVIOR TO ENEMY



# HIDE ENEMY FLIP BLOCKS AT START

