

CREATING A GAME

Part 1



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

Blog: BretStateham.com

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

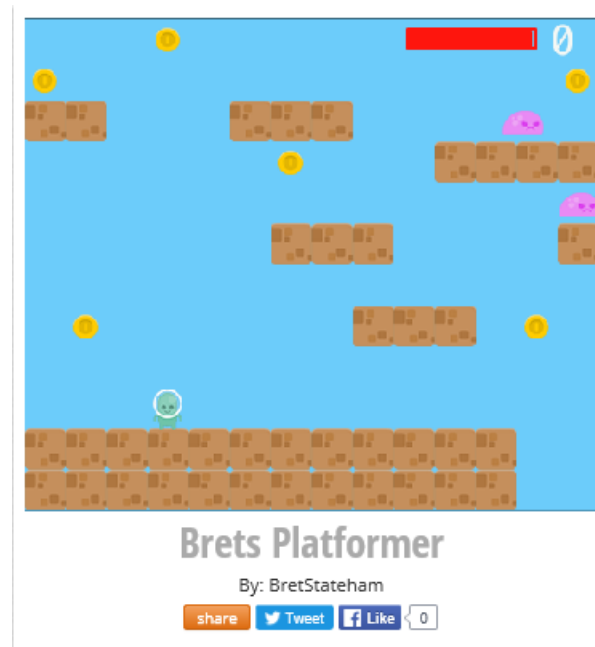
YouTube: youtube.com/Bstateham

Channel 9: 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
- Want something a lot more complex, but really powerful? Check out “**Unity 5**” from [Unity3D.com](https://unity3d.com)

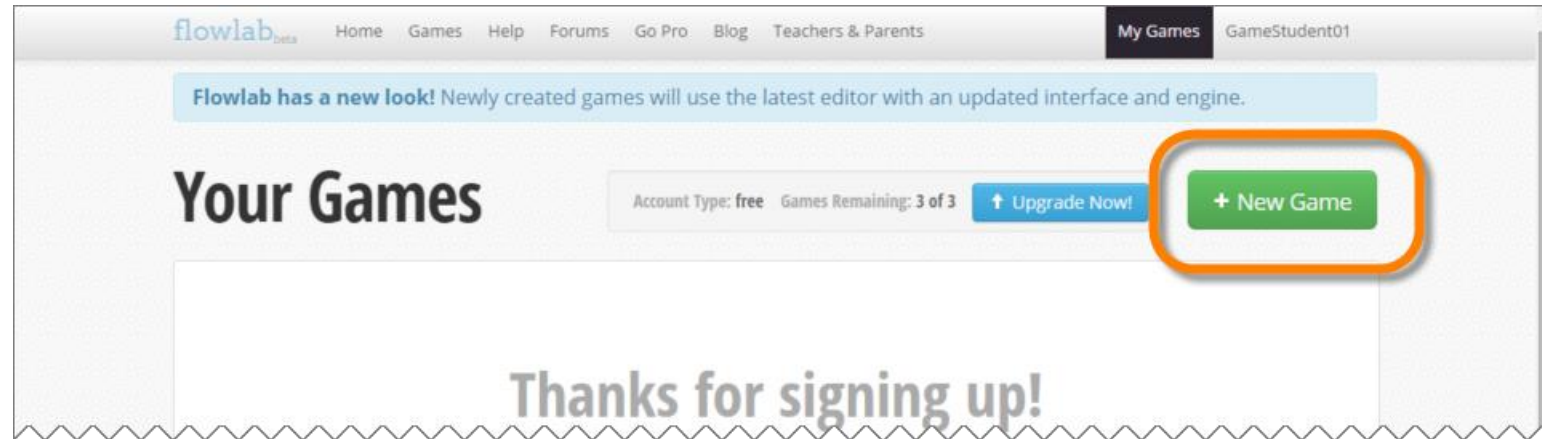


LOGIN INTO HTTP://FLOWLAB.IO

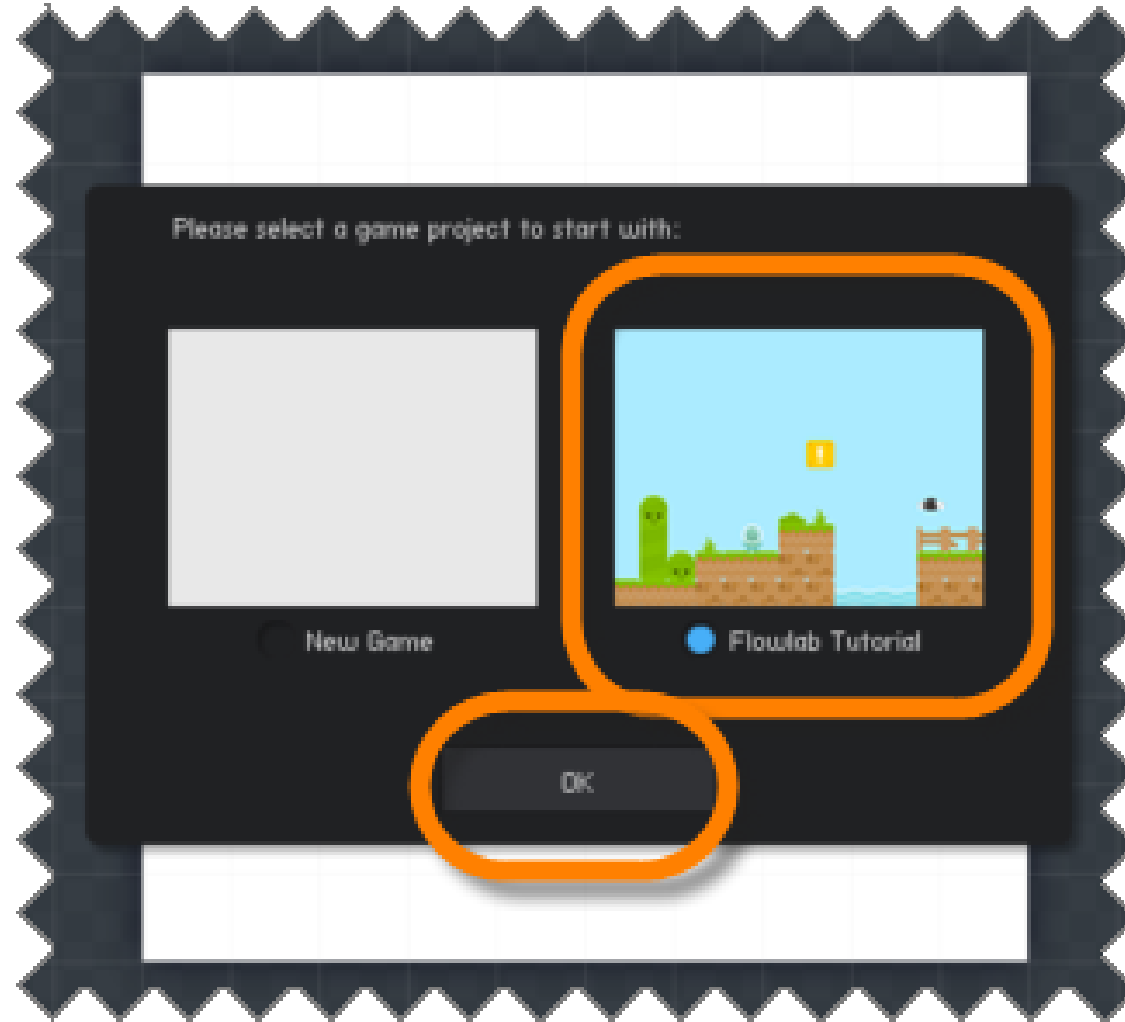
- First, make sure you know your "*SEAT NUMBER*"
- Open Google Chrome and go to <http://flowlab.io>
- User Name: "GameStudent*XX*@outlook.com"
(where "*XX*" is your two digit "*SEAT NUMBER*")
- Password: Game0216 (capital "G", and a zero)
- If you prefer to create your own login, that is fine



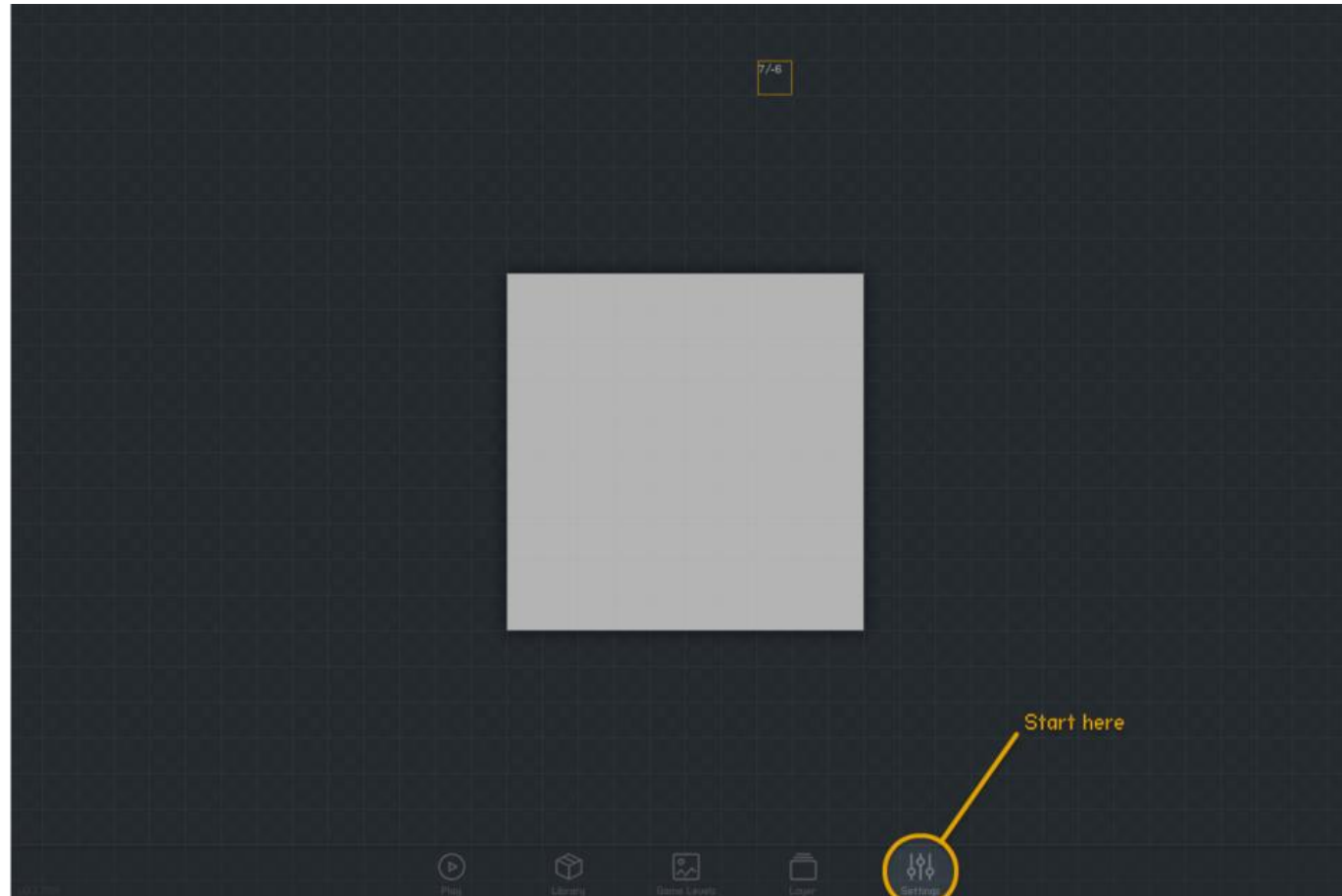
CREATE A NEW GAME



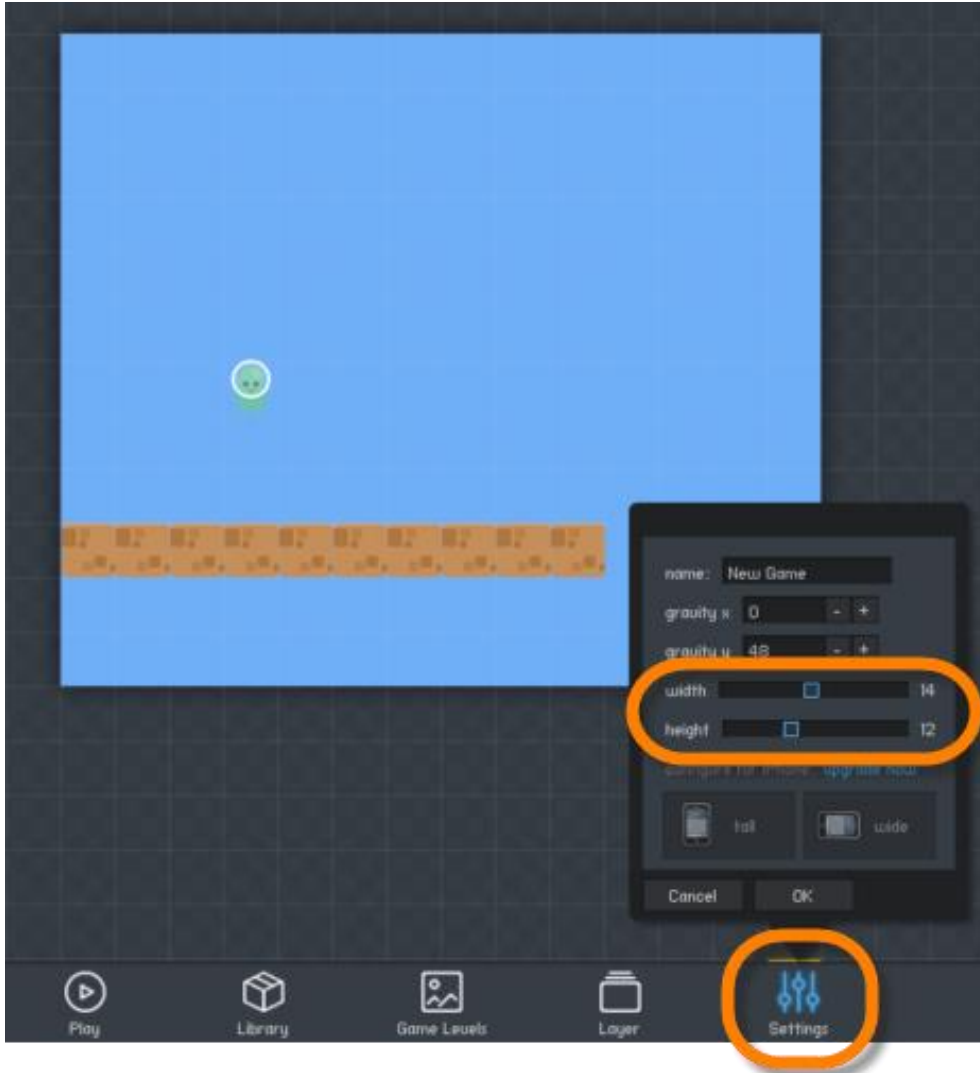
CHOOSE “FLOWLAB TUTORIAL” GAME



FOLLOW ALONG WITH ME



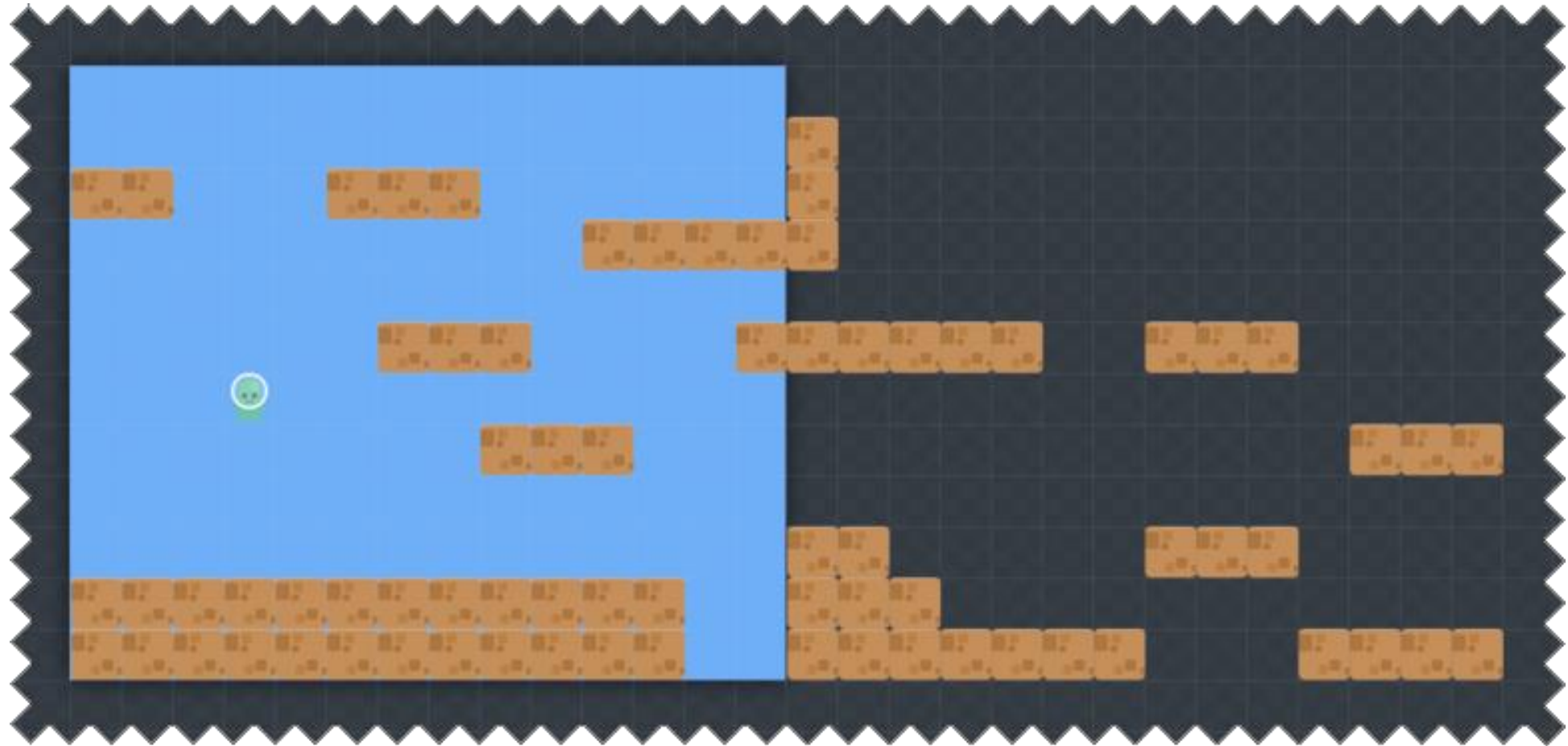
LET'S MAKE IT BIGGER



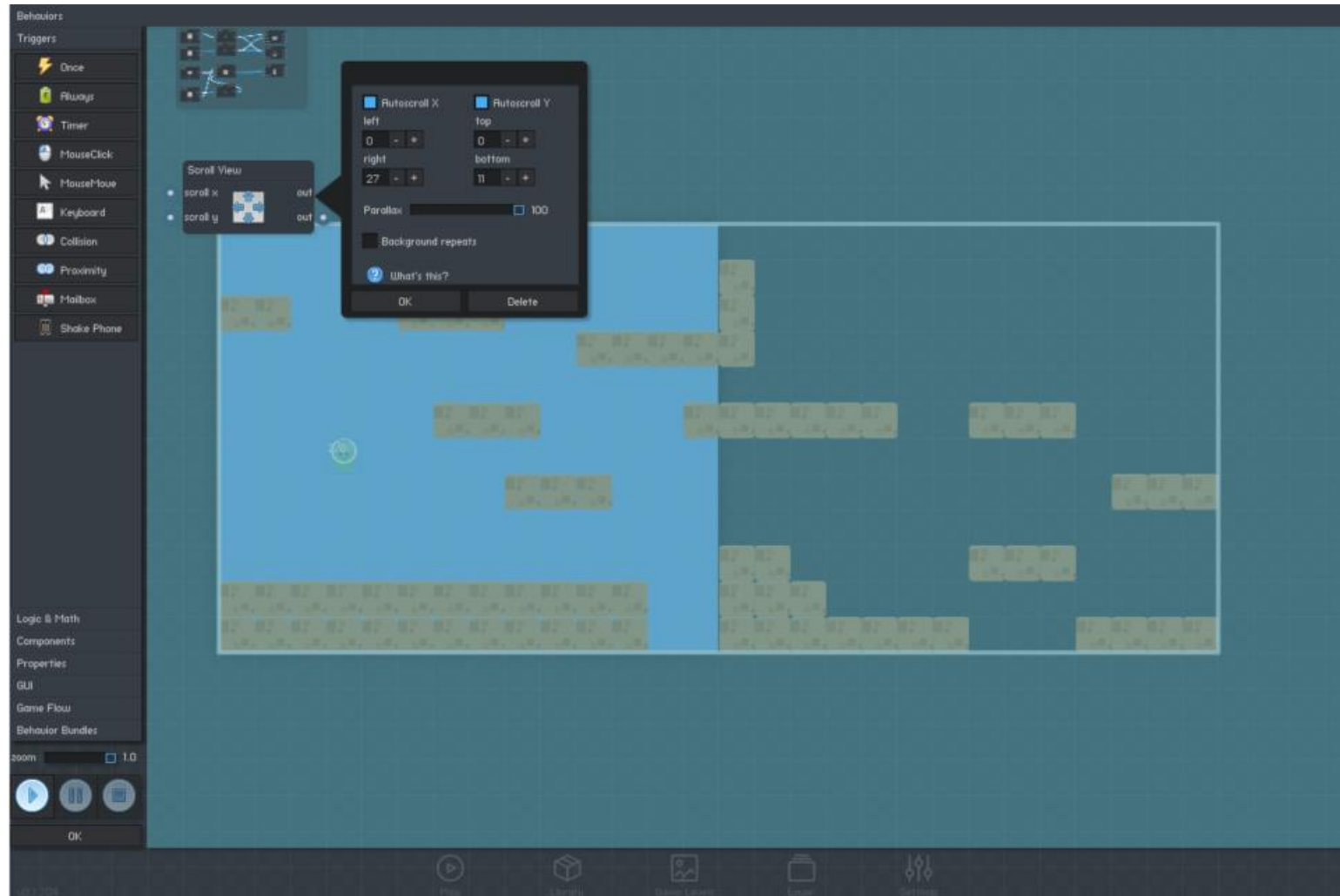
Width: 14
Height: 12



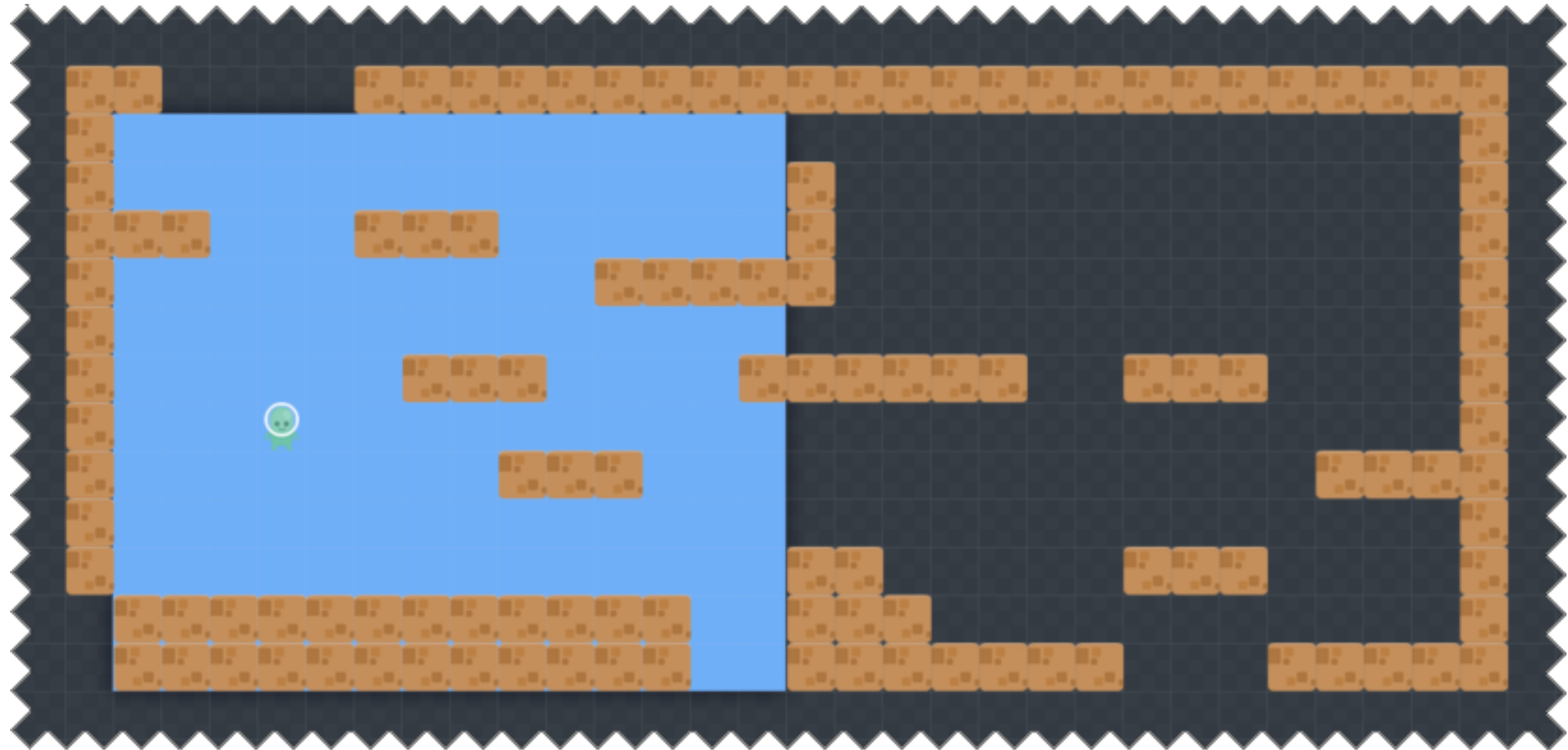
CREAT A BETTER PLATFORM LAYOUT



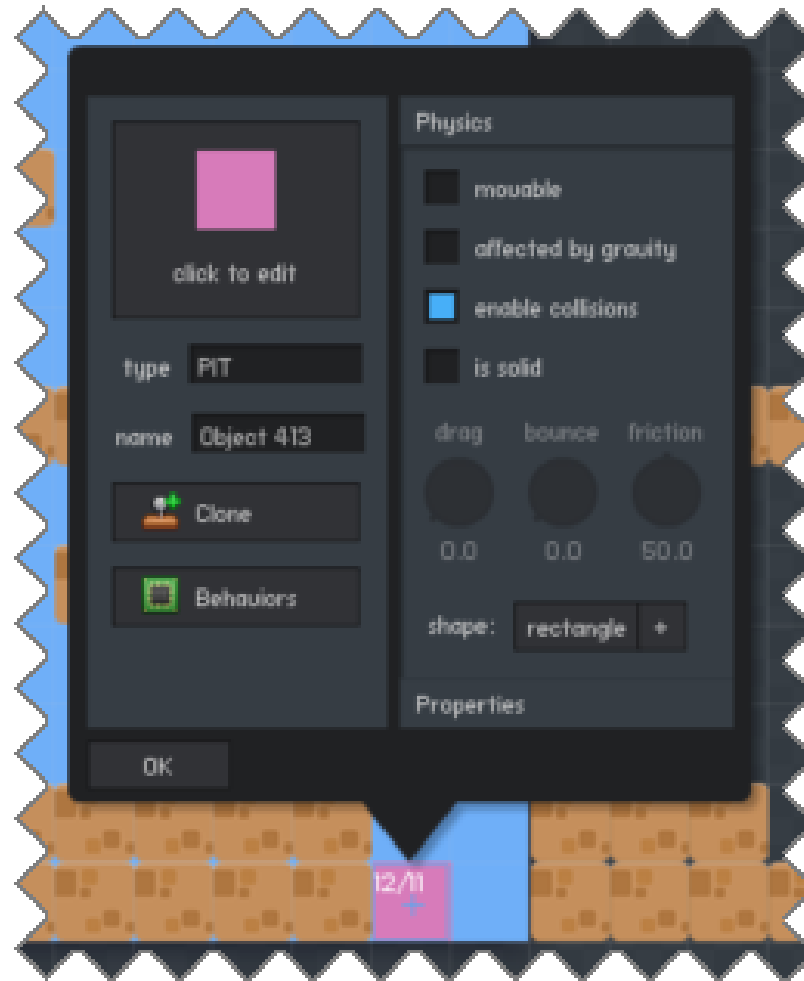
ADD THE SCROLL VIEWER TO PLAYER



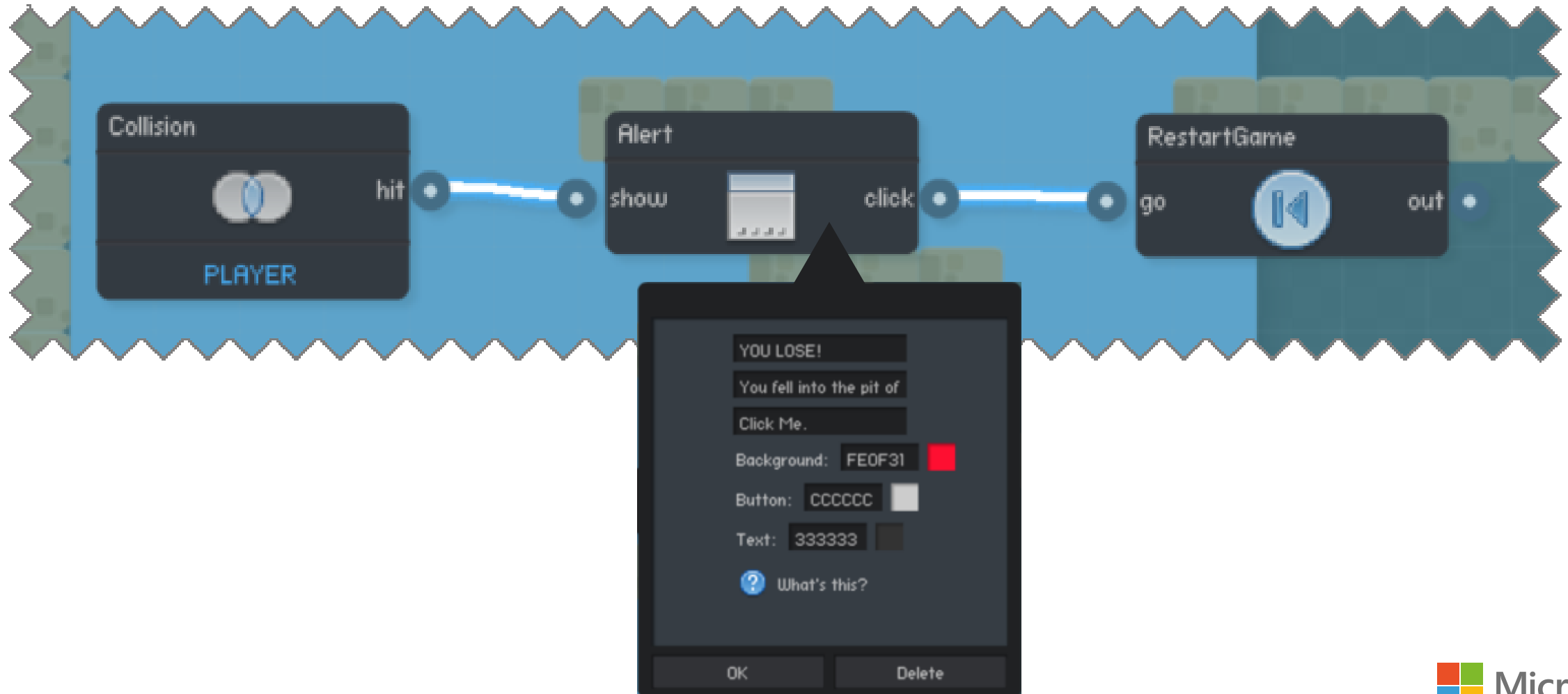
ADD BOUNDARIES



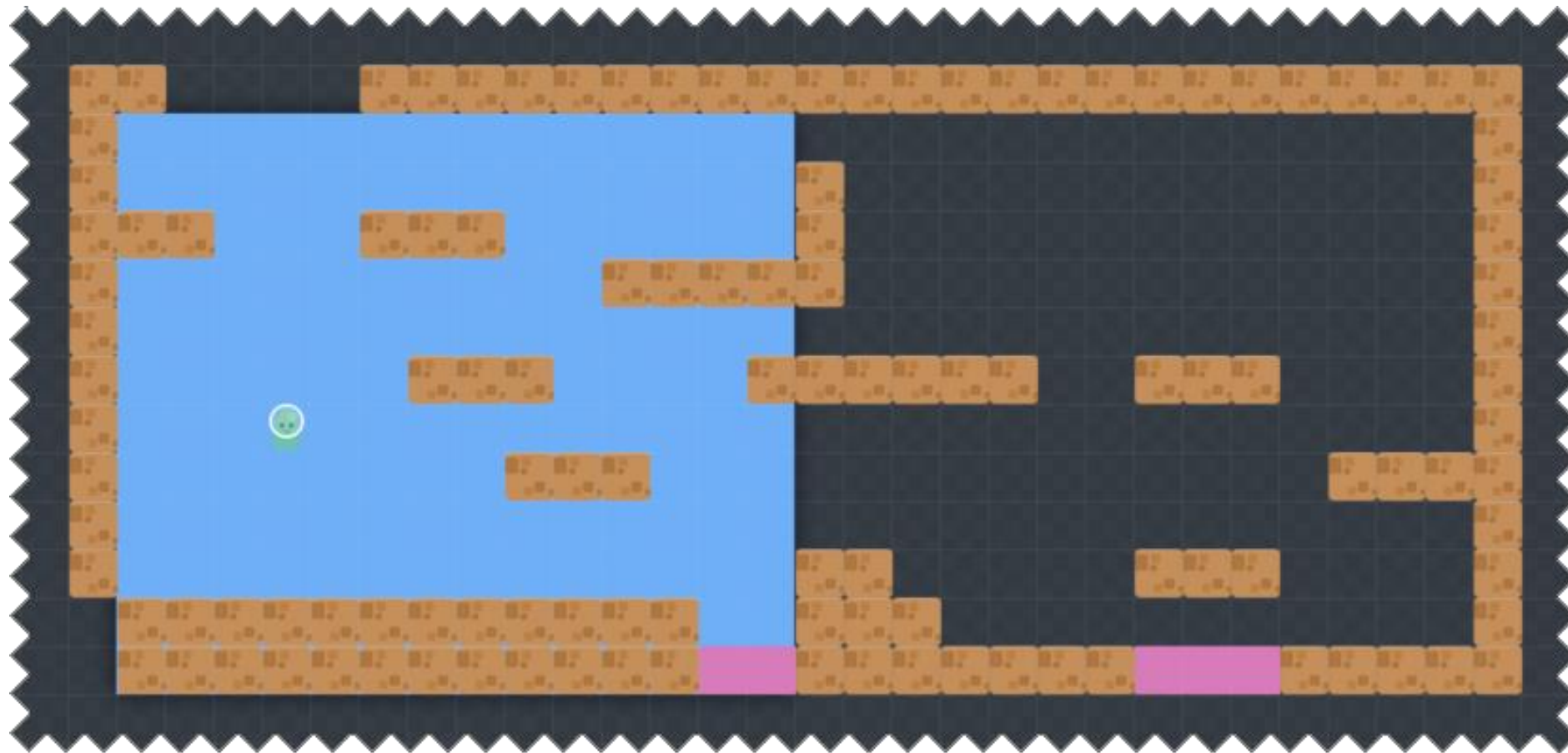
CREATE PITS



ADD PIT COLLISION LOGIC



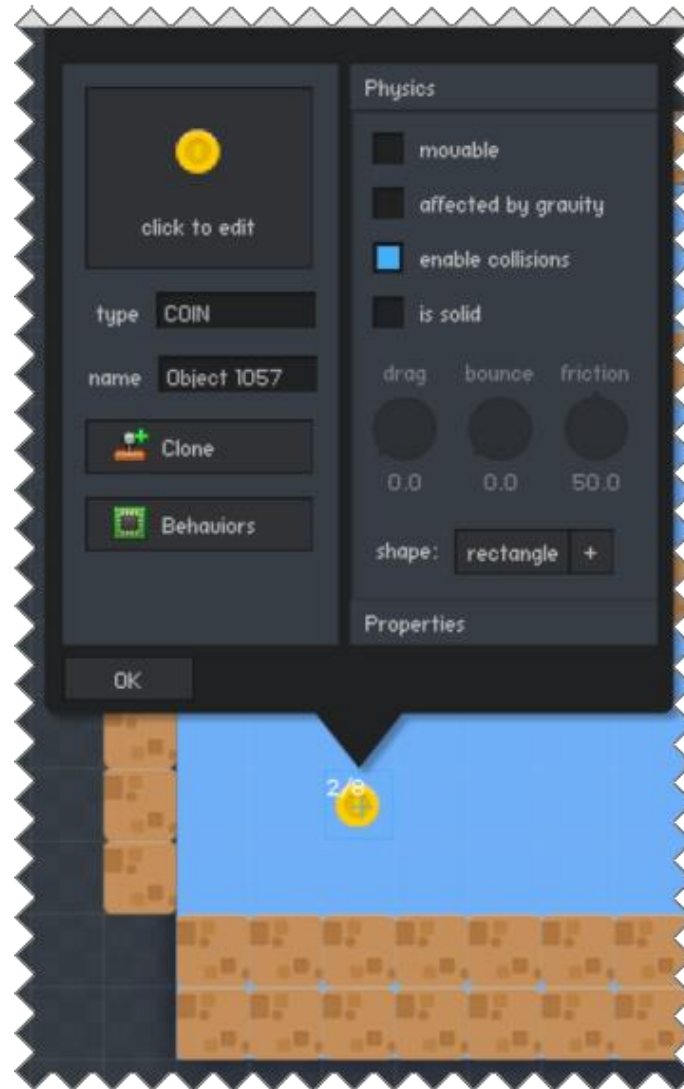
FILL THE PITS IN



ADD BEHAVIOR TO HIDE PITS



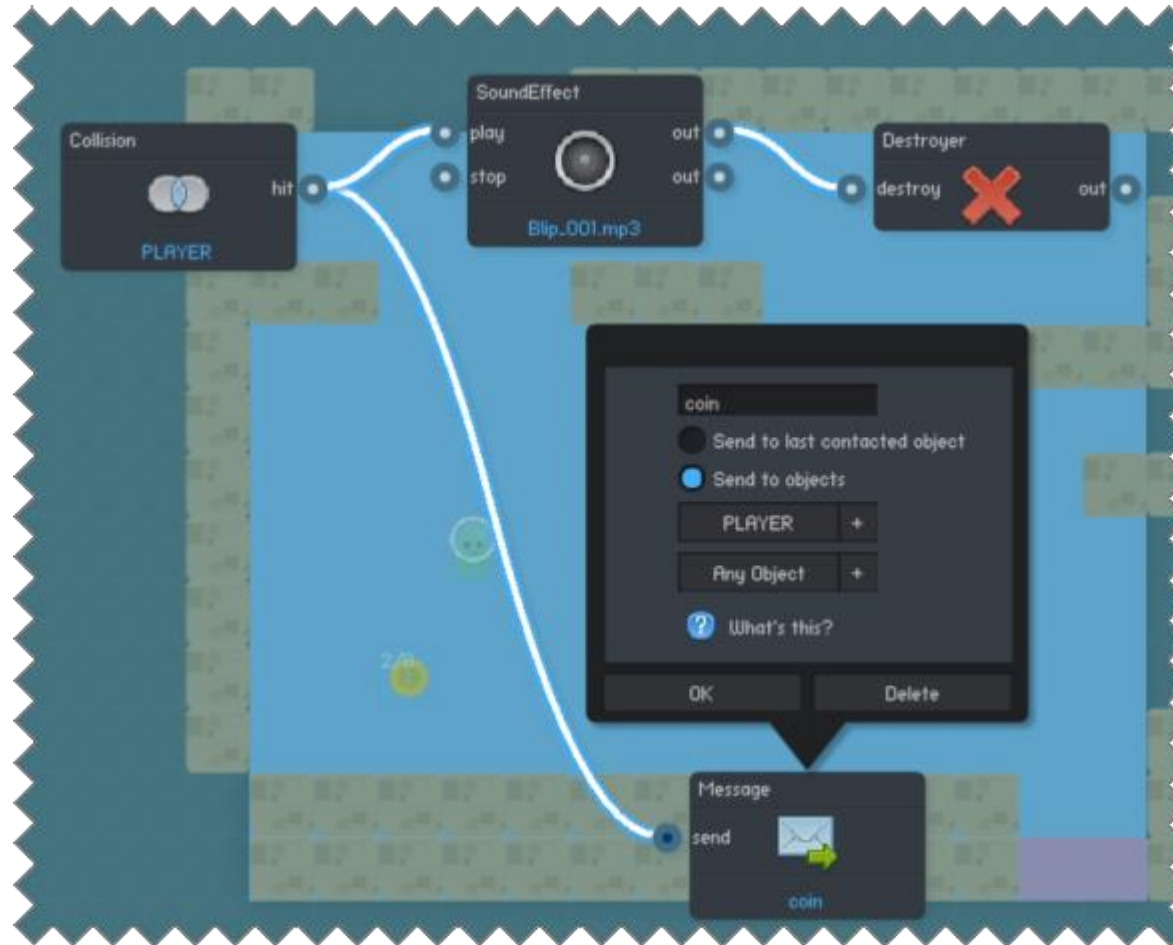
ADD THE COIN



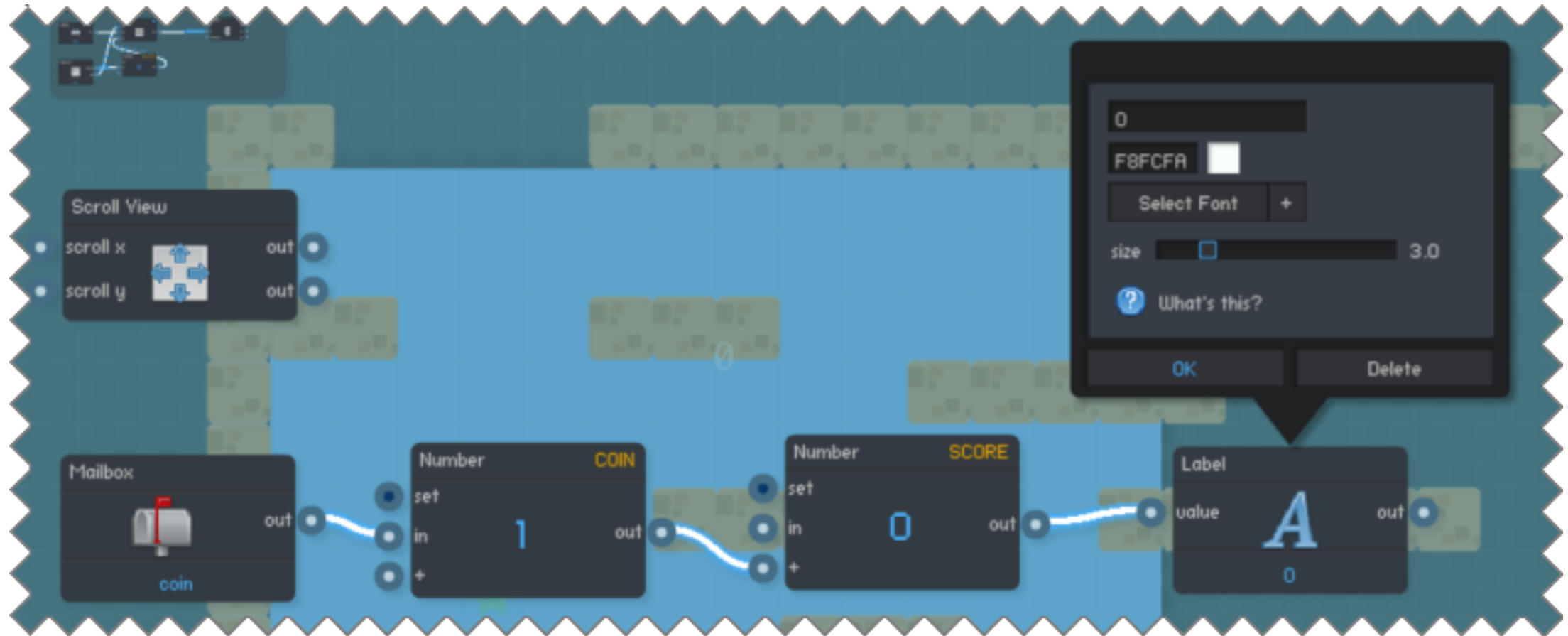
ADD LOGIC TO THE COIN



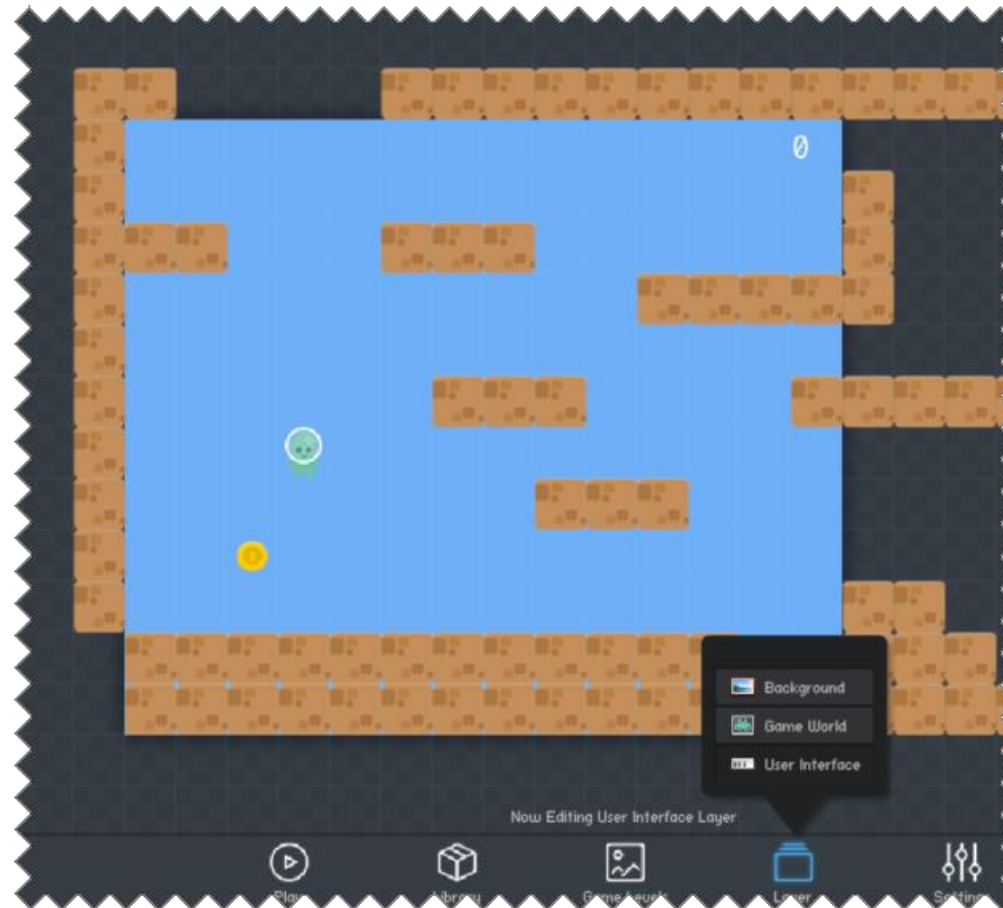
SEND COIN MESSAGE TO THE PLAYER



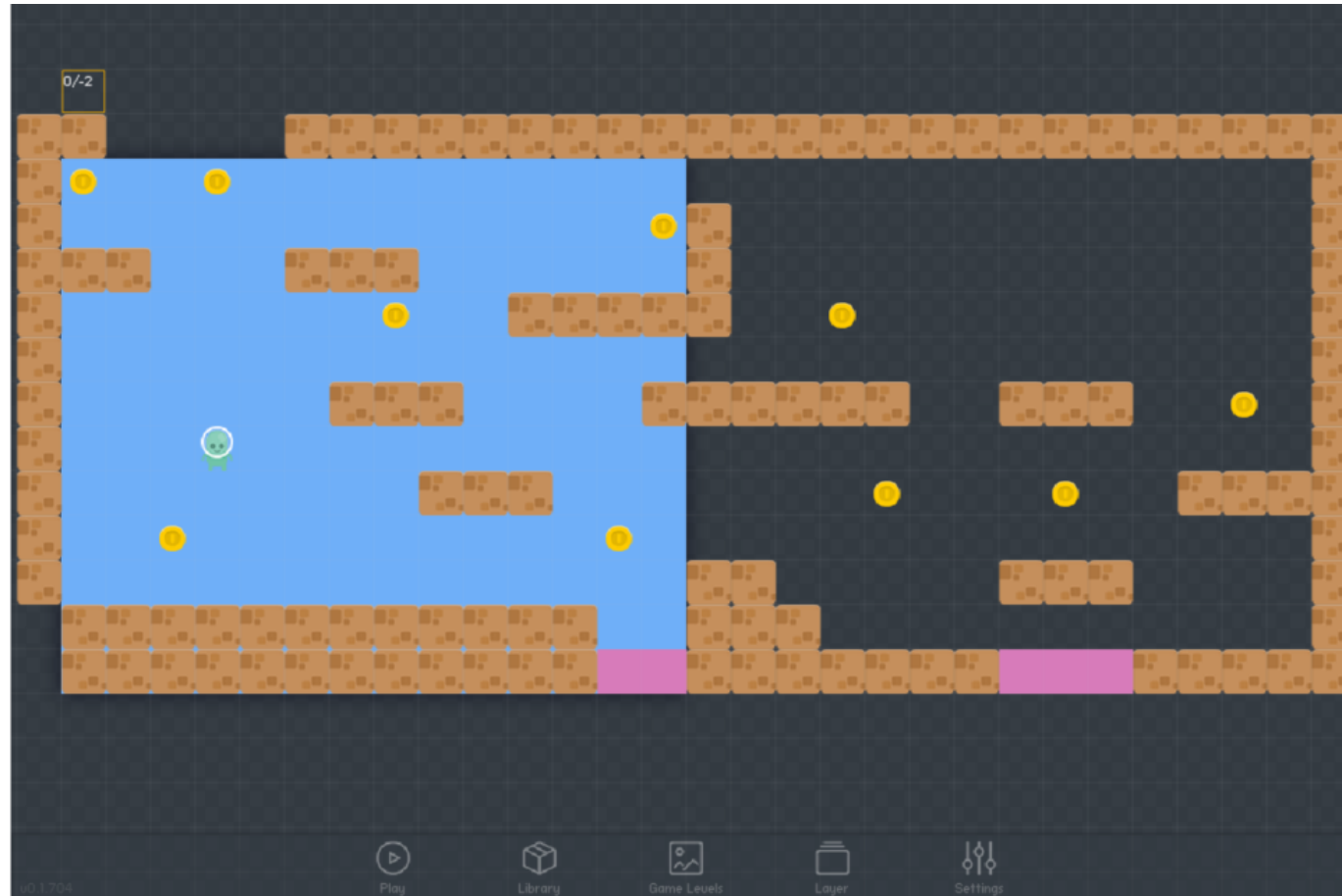
PLAYER RECEIVES COIN MESSAGE



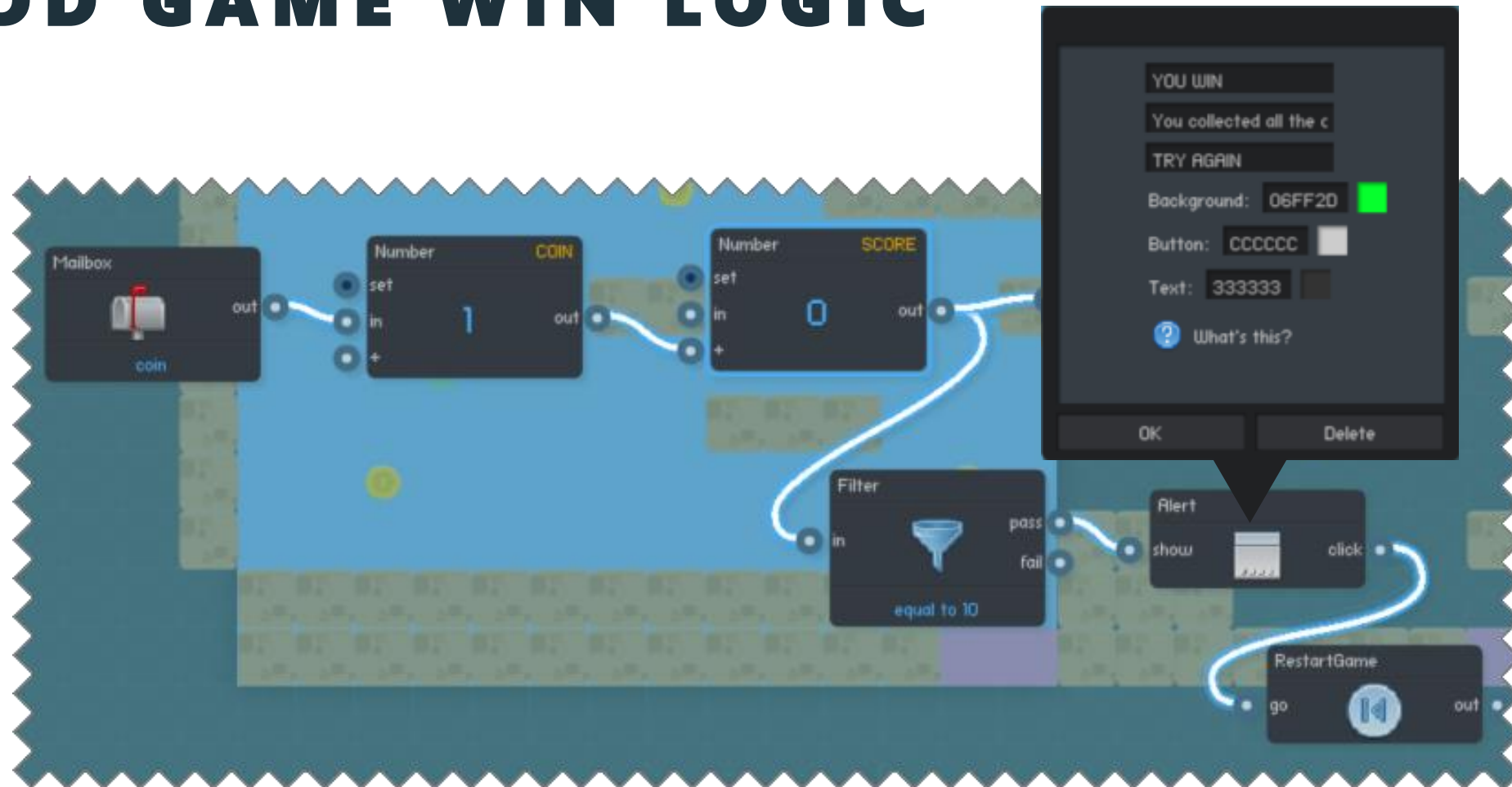
POSITION SORE LABEL



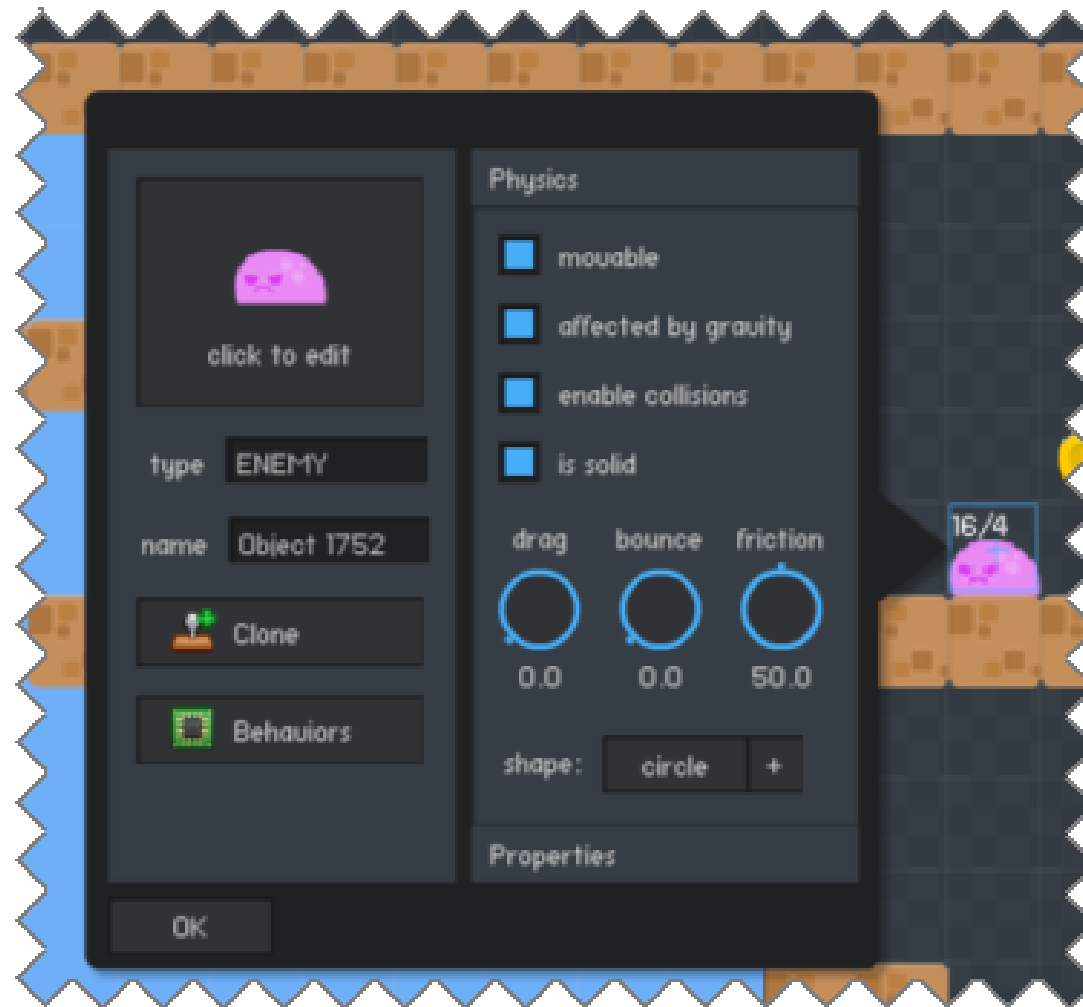
ADD A TOTAL OF TEN COINS



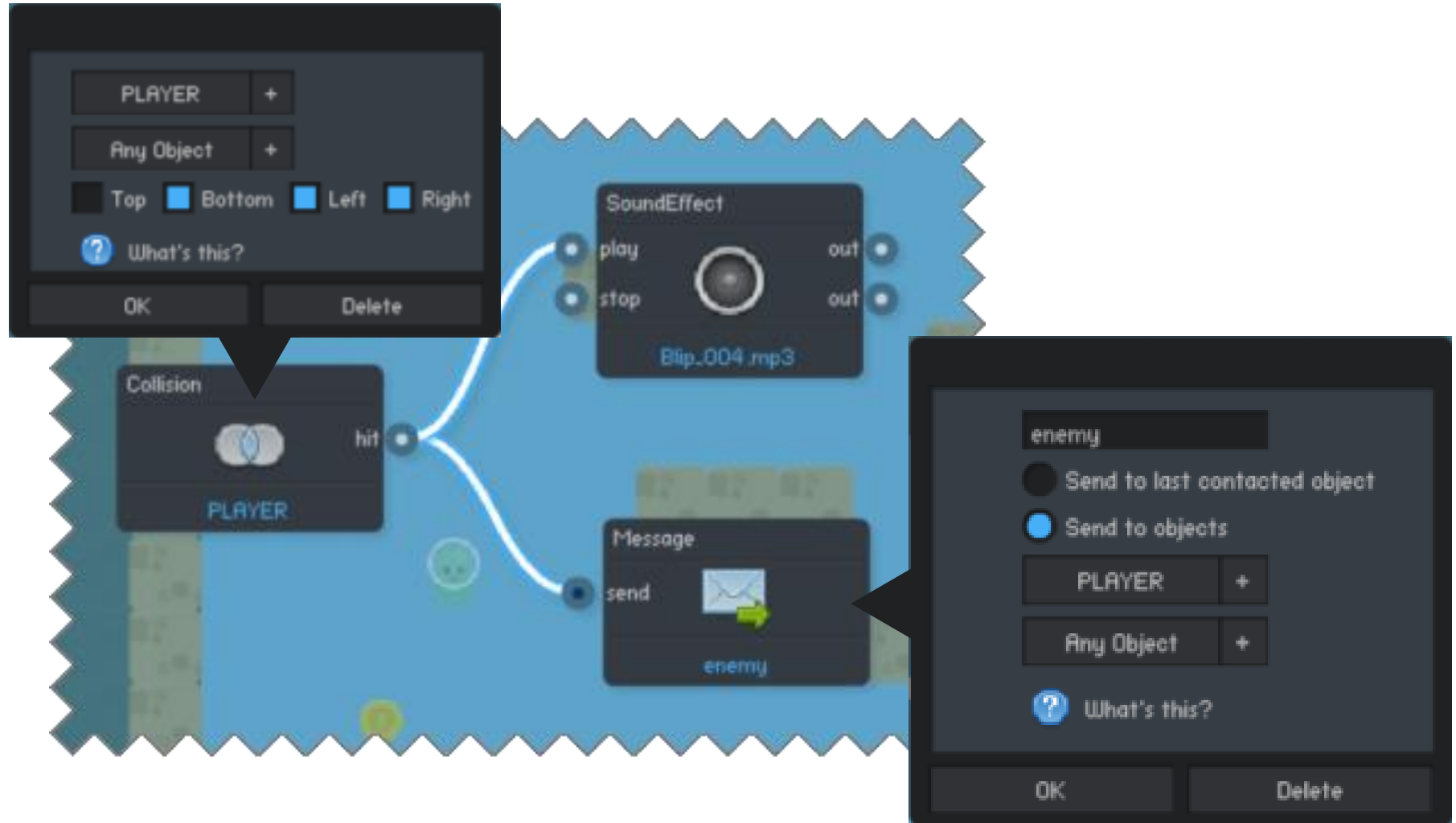
ADD GAME WIN LOGIC



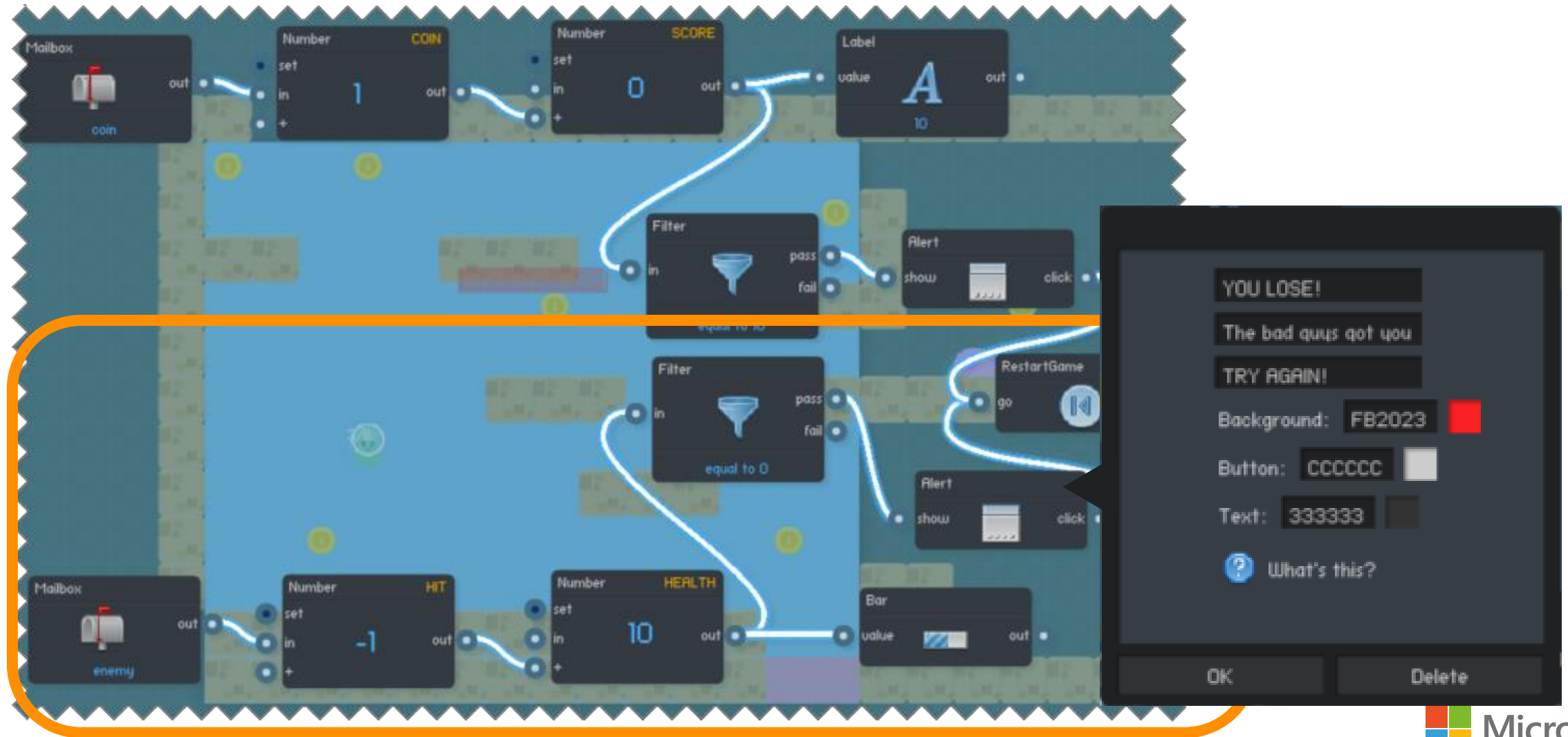
CREATE THE ENEMY



SEND ENEMY MESSAGE TO PLAYER



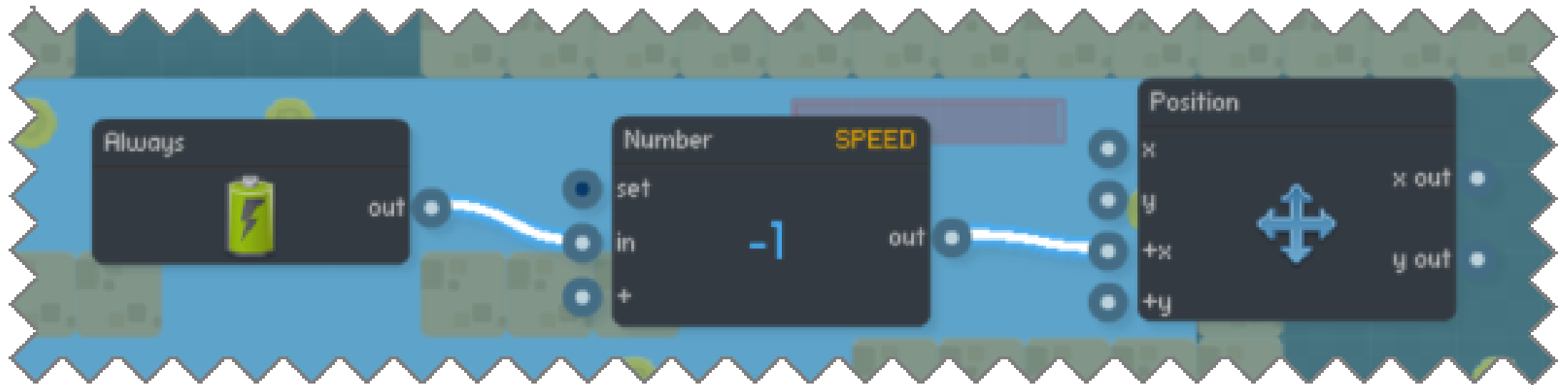
ADD GAME OVER LOGIC TO PLAYER



ADD KILL ENEMY COLLISION



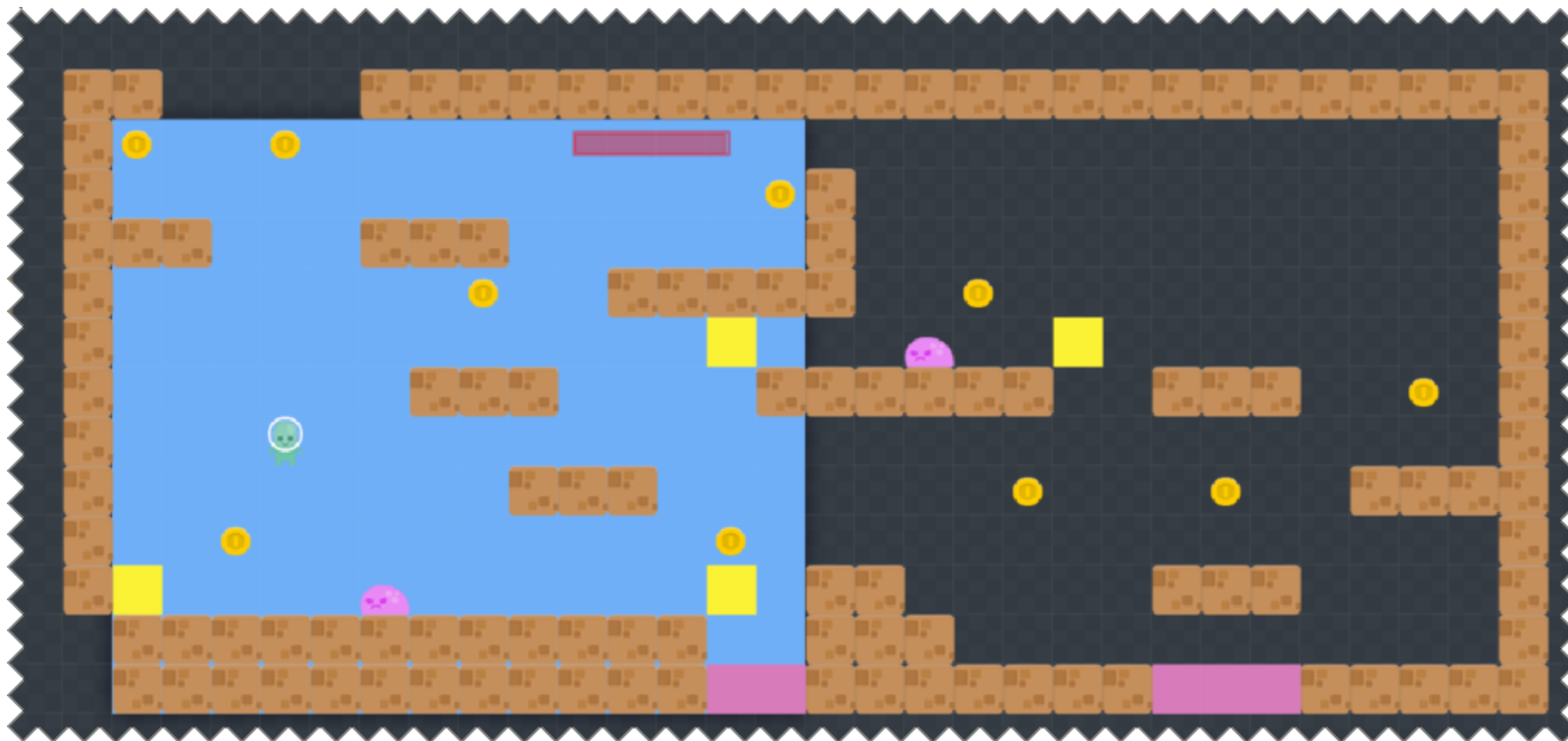
ADD ENEMY MOVEMENT



ADD ENEMY FLIP BLOCK



PLACE WHERE ENEMY SHOULD “FLIP”



ADD FLIP BEHAVIOR TO ENEMY



HIDE ENEMY FLIP BLOCKS AT START

