CREATING A GAME

Part 1

http://aka.ms/flowlabslides

Microsoft

WHO AM I?

My name is **Bret Stateham**

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

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YouTube: youtube.com/Bstateham
Channel 9: channel9.msdn.com/niners/BretStateham

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WHAT ARE WE GOING TO MAKE?

A “PLATFORMER” GAME!

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

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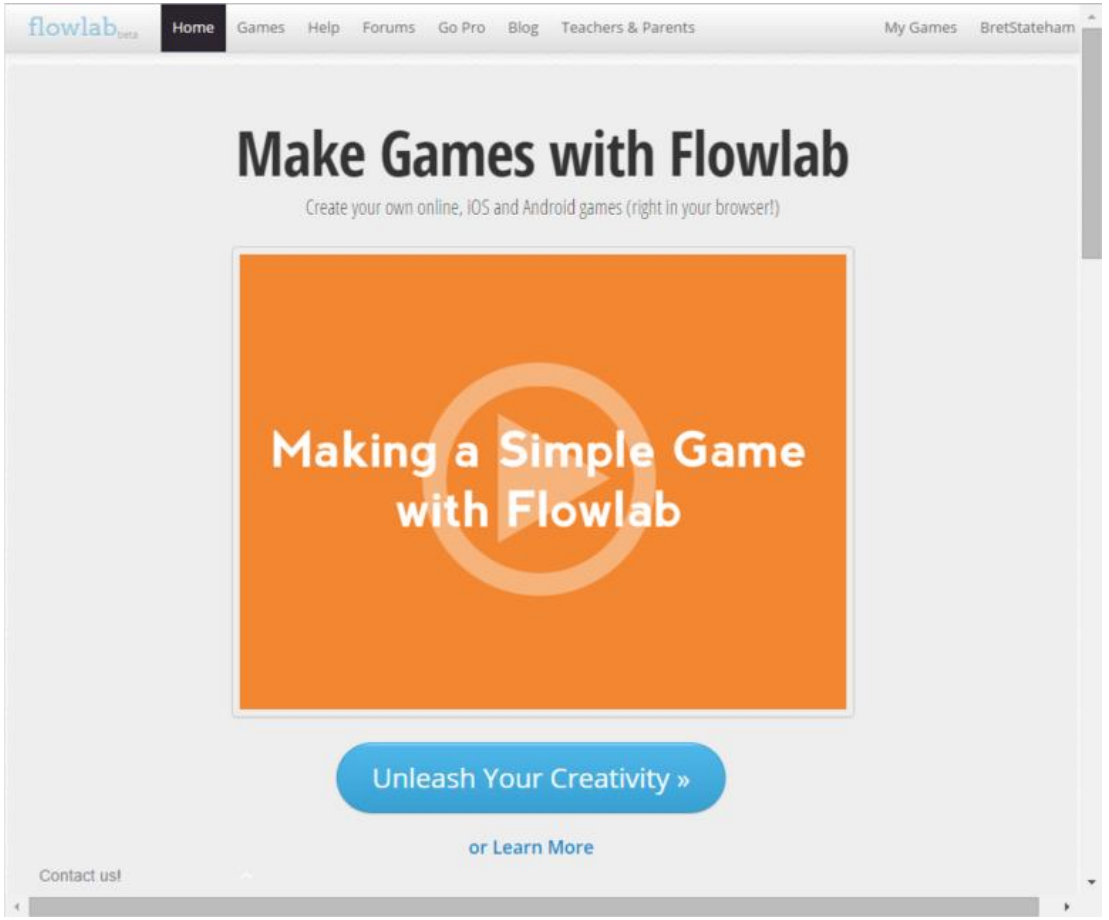
WE'LL USE FLOWLAB.IO



http://flowlab.io

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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

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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

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CREATE A NEW GAME

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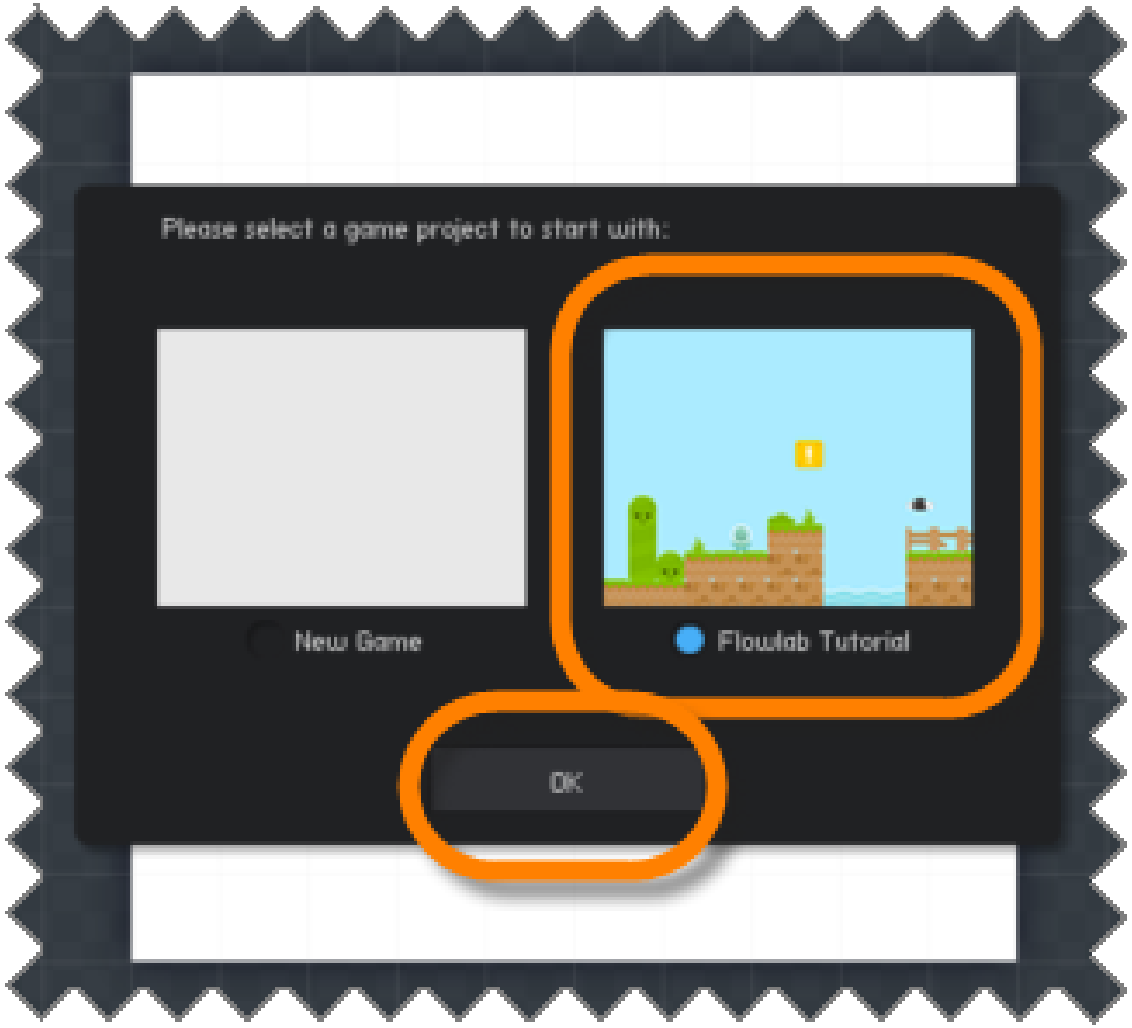
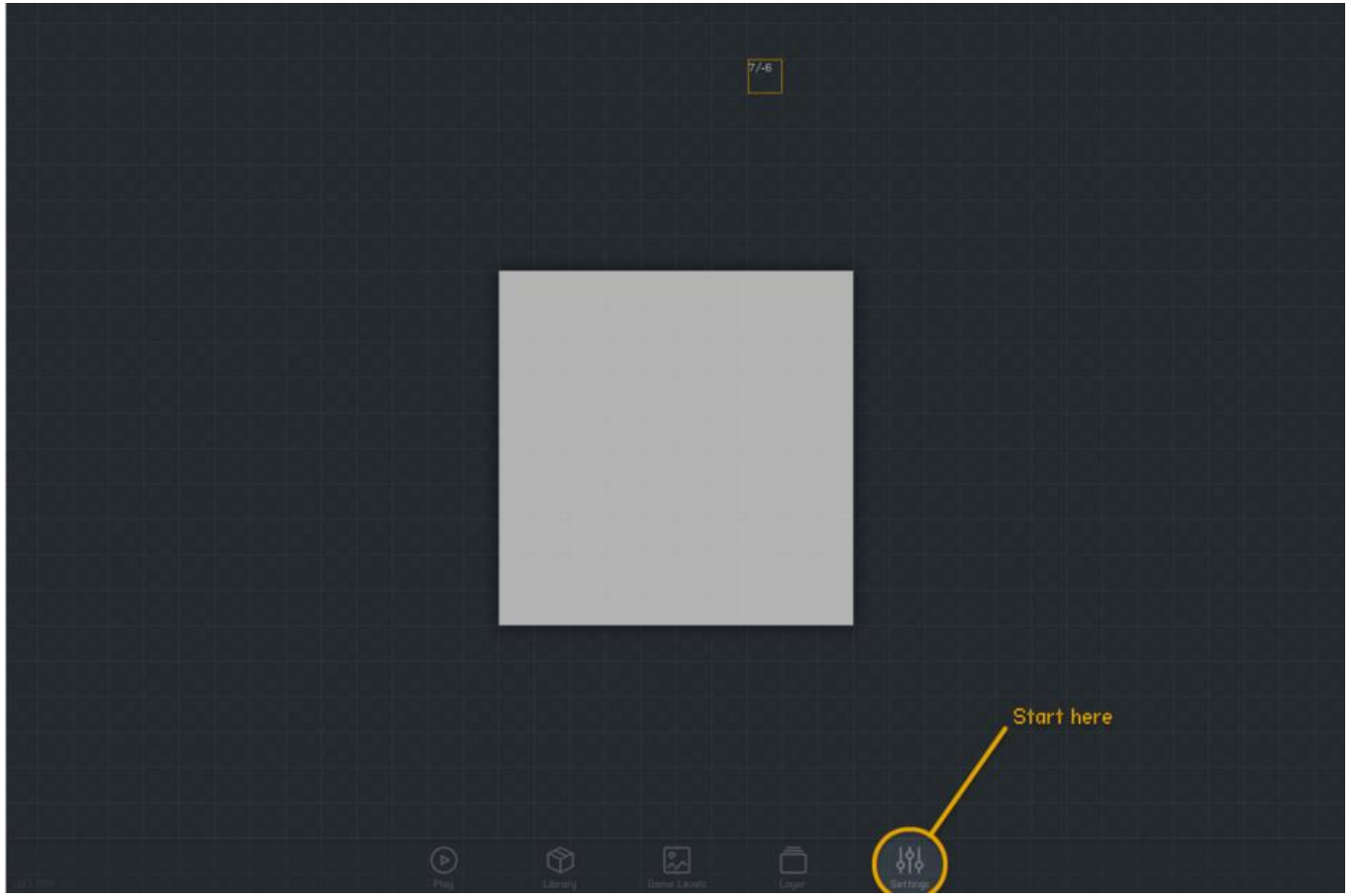
CHOOSE “FLOWLAB TUTORIAL” GAME



FOLLOW ALONG WITH ME



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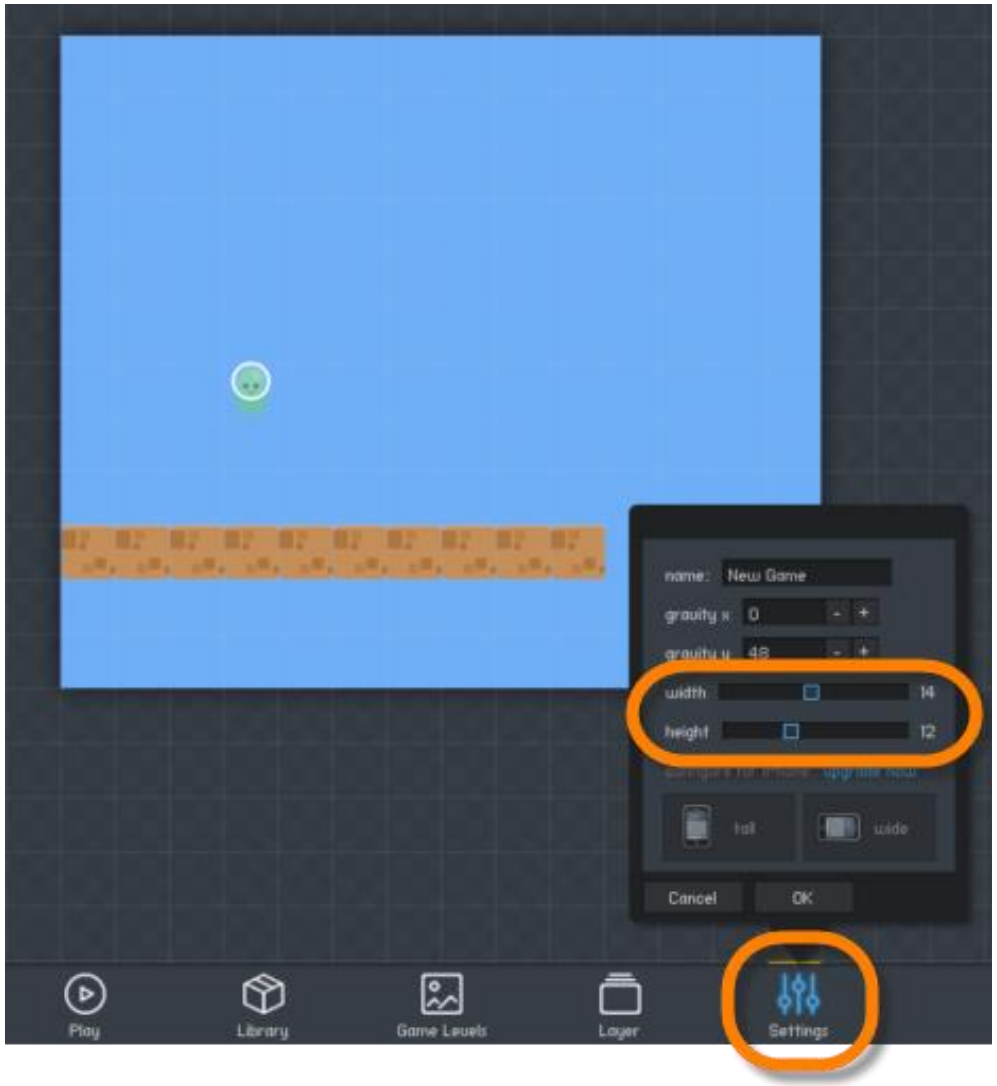
LET'S MAKE IT BIGGER



Width: 14

Height: 12

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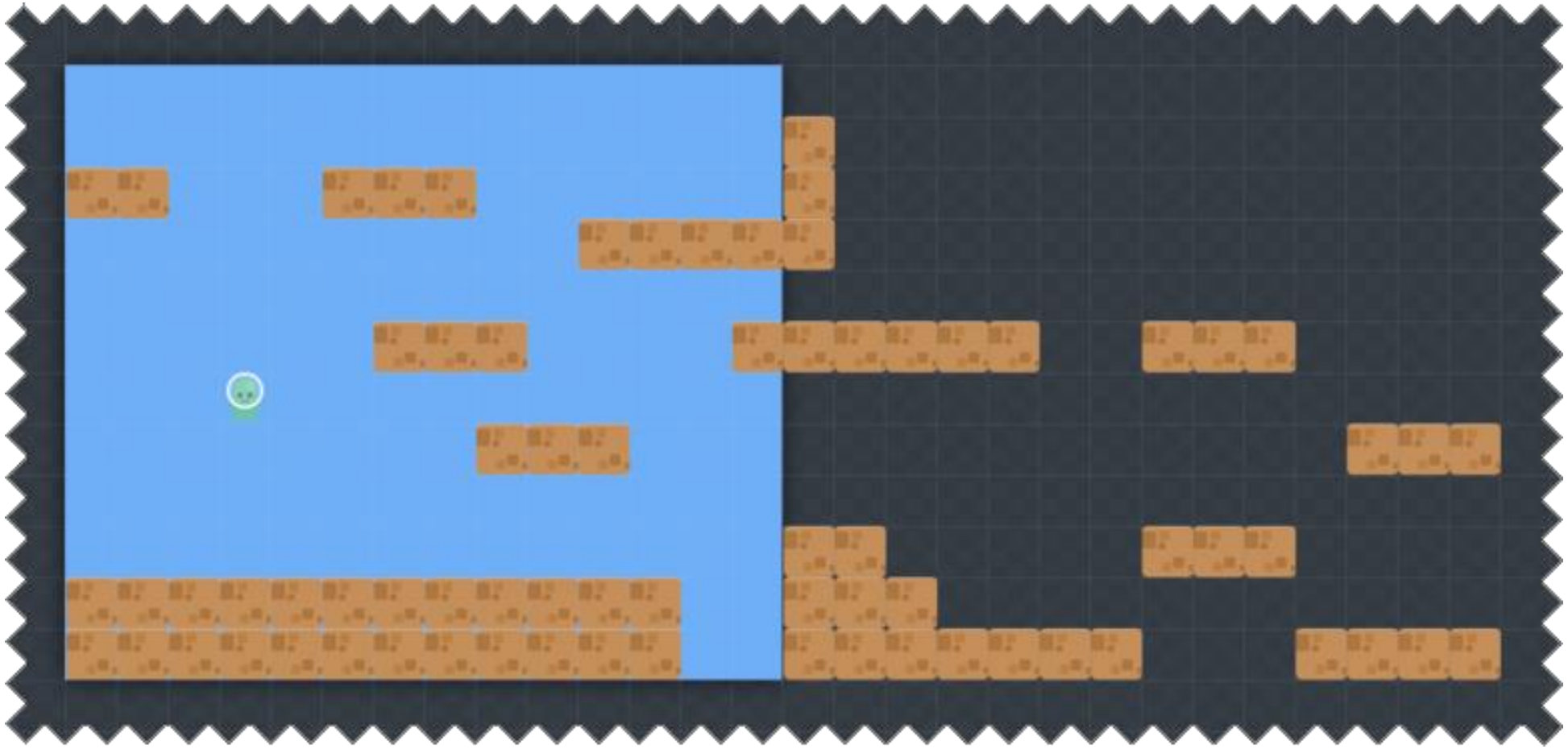
CREAT A BETTER PLATFORM LAYOUT



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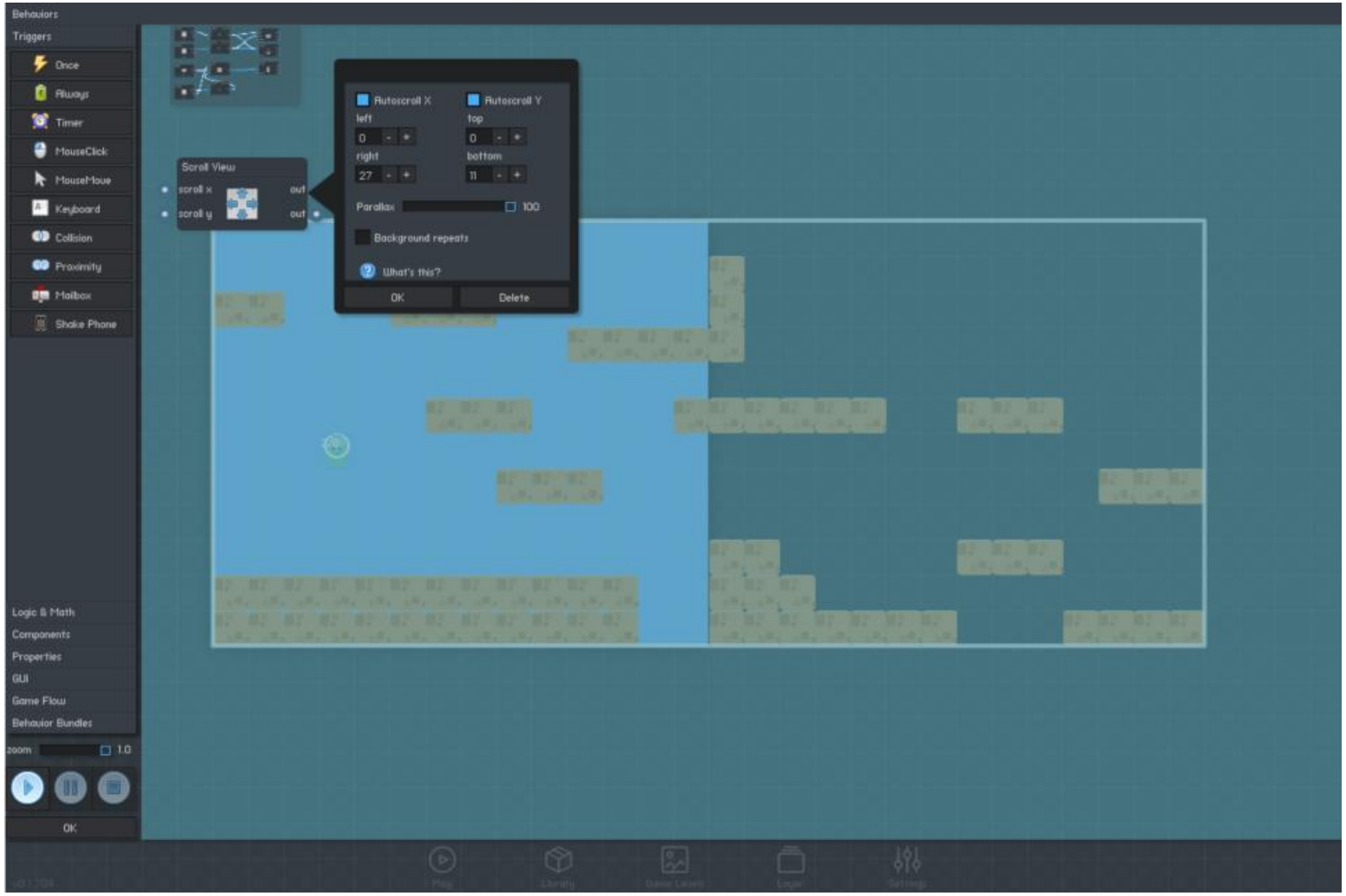
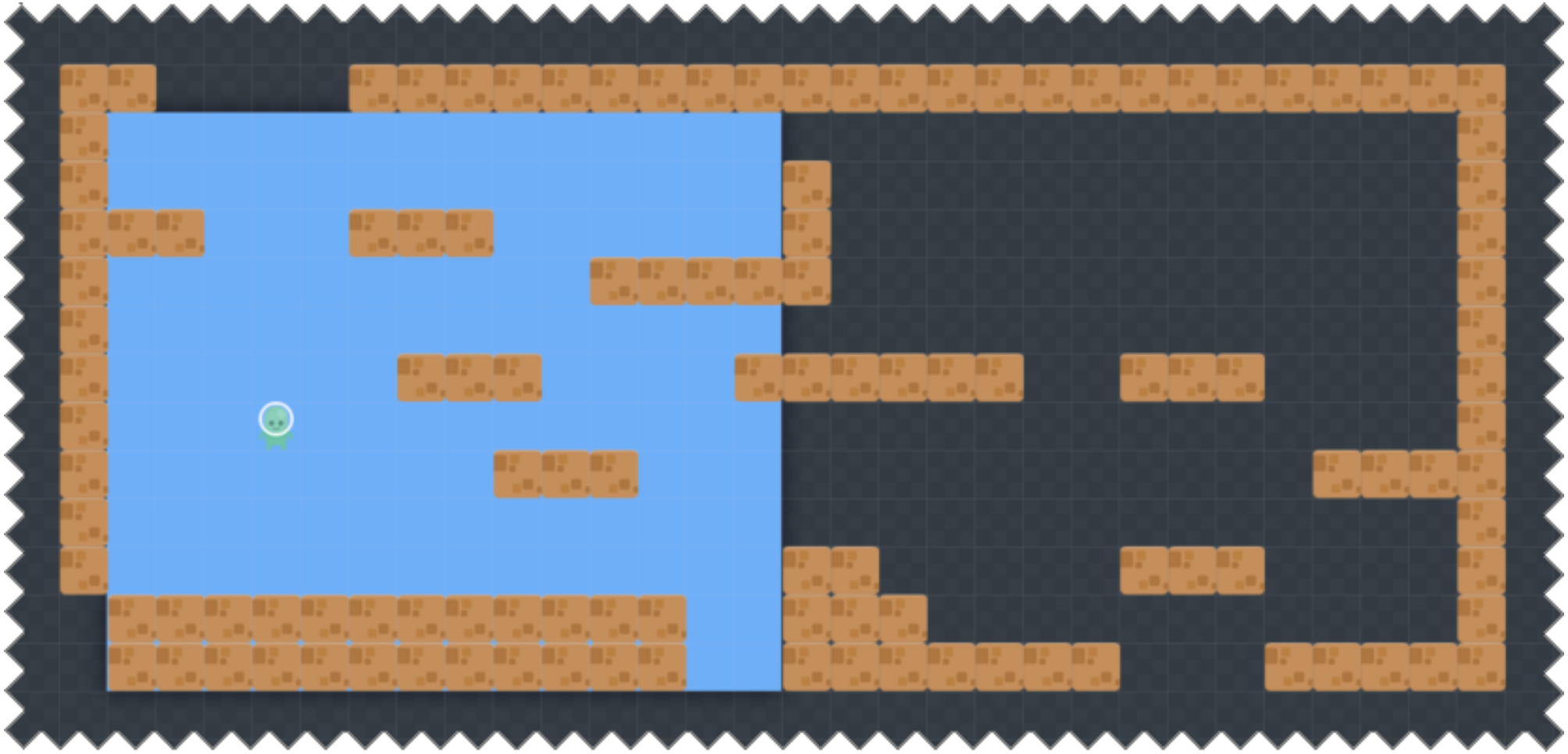
ADD THE SCROLL VIEWER TO PLAYER



ADD BOUNDARIES



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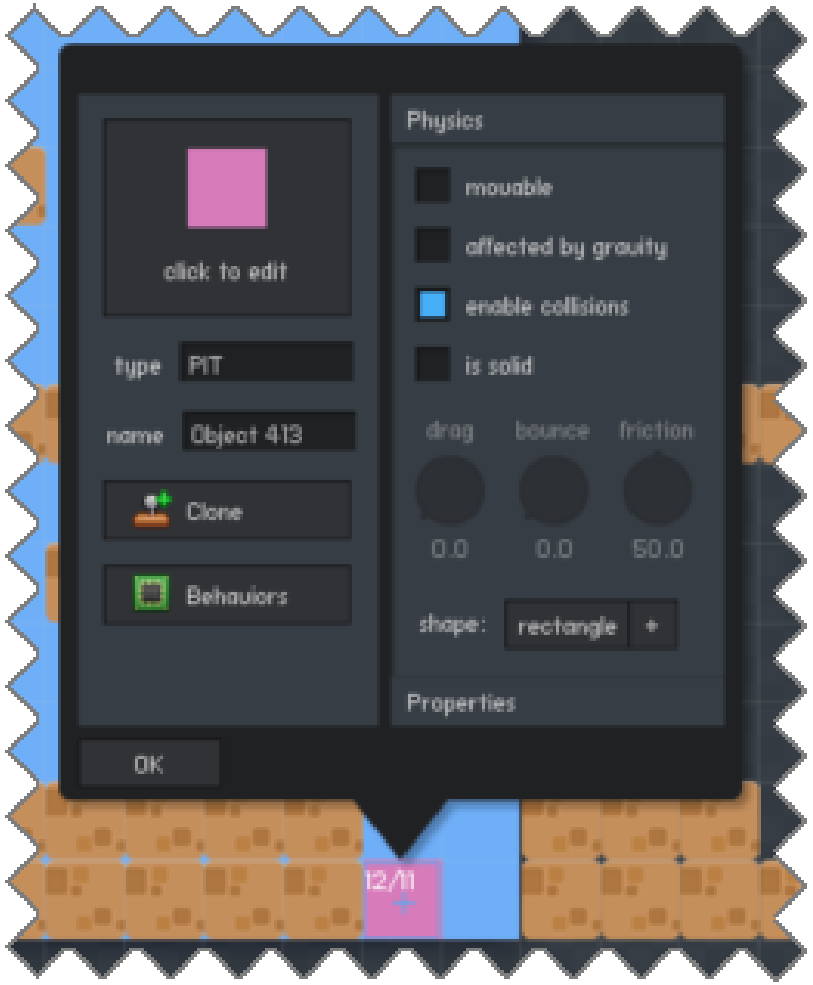
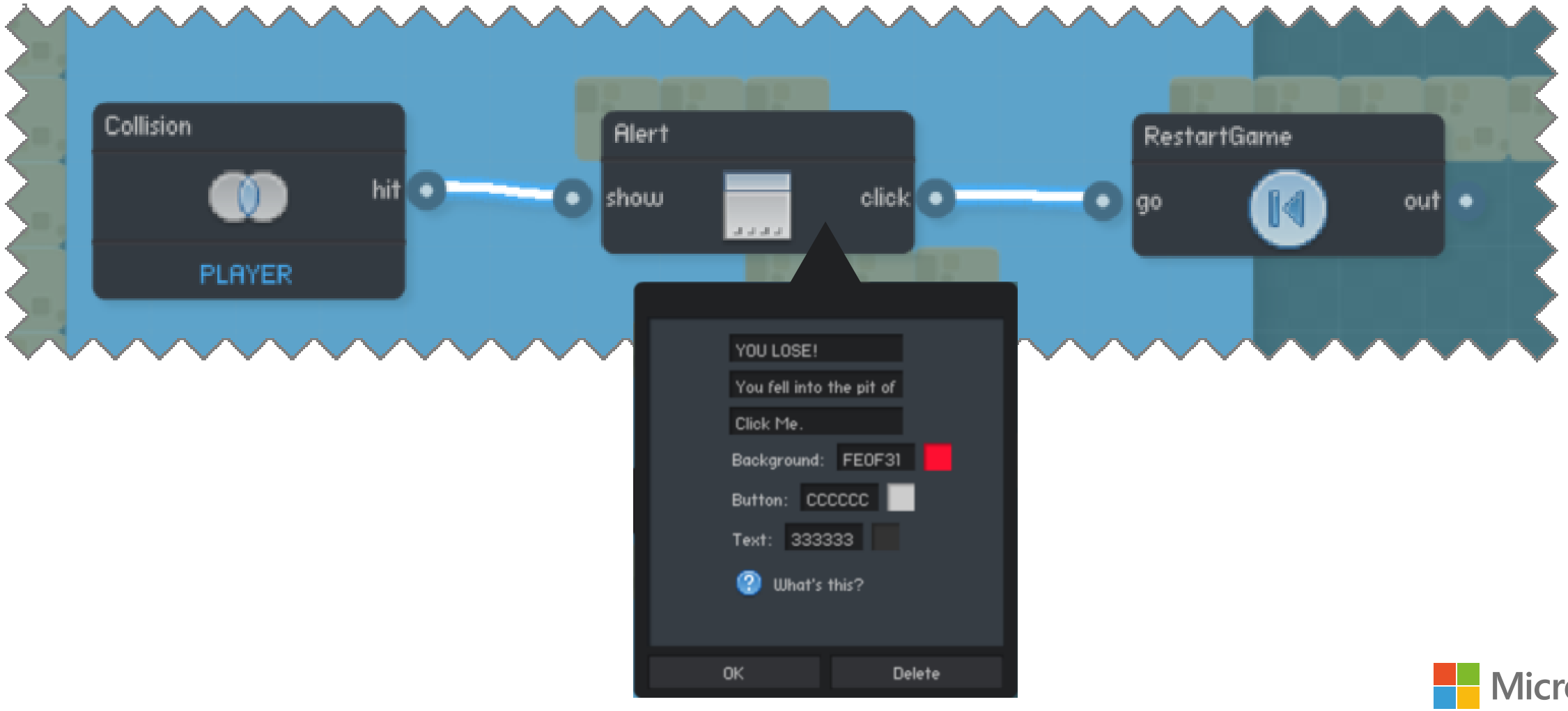
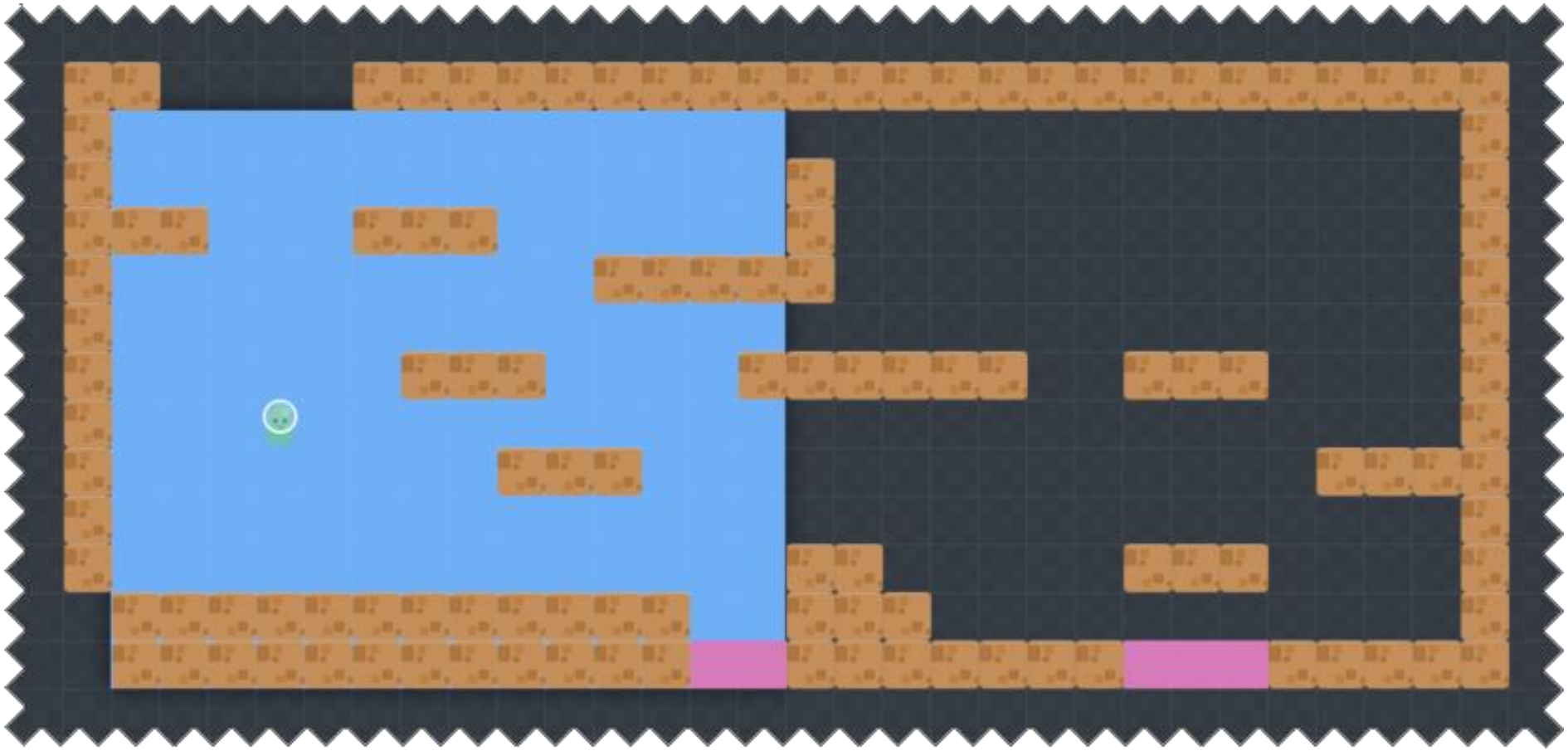
CREATE PITS


click to edit
type PIT
name Object 413
Clone
Behaviors
Physics
mouable
affected by gravity
enable collisions
is solid
drag
bounce
friction
0.0
0.0
50.0
shape: rectangle
Properties
OK
12/11

ADD PIT COLLISION LOGIC



FILL THE PITS IN



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ADD BEHAVIOR TO HIDE PITS

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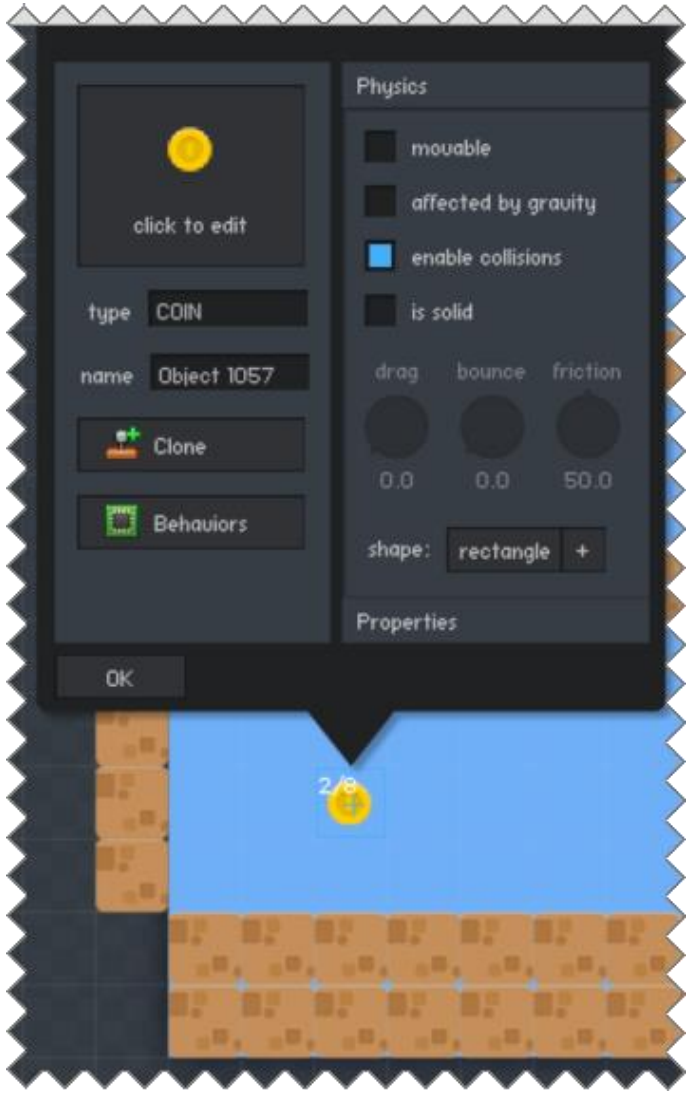
ADD THE COIN


click to edit
type
COIN
name
Object 1057
Clone
Behaviors
Physics
movable
affected by gravity
enable collisions
is solid
drag
bounce
friction
0.0
0.0
50.0
shape:
rectangle
+
Properties
OK

ADD LOGIC TO THE COIN

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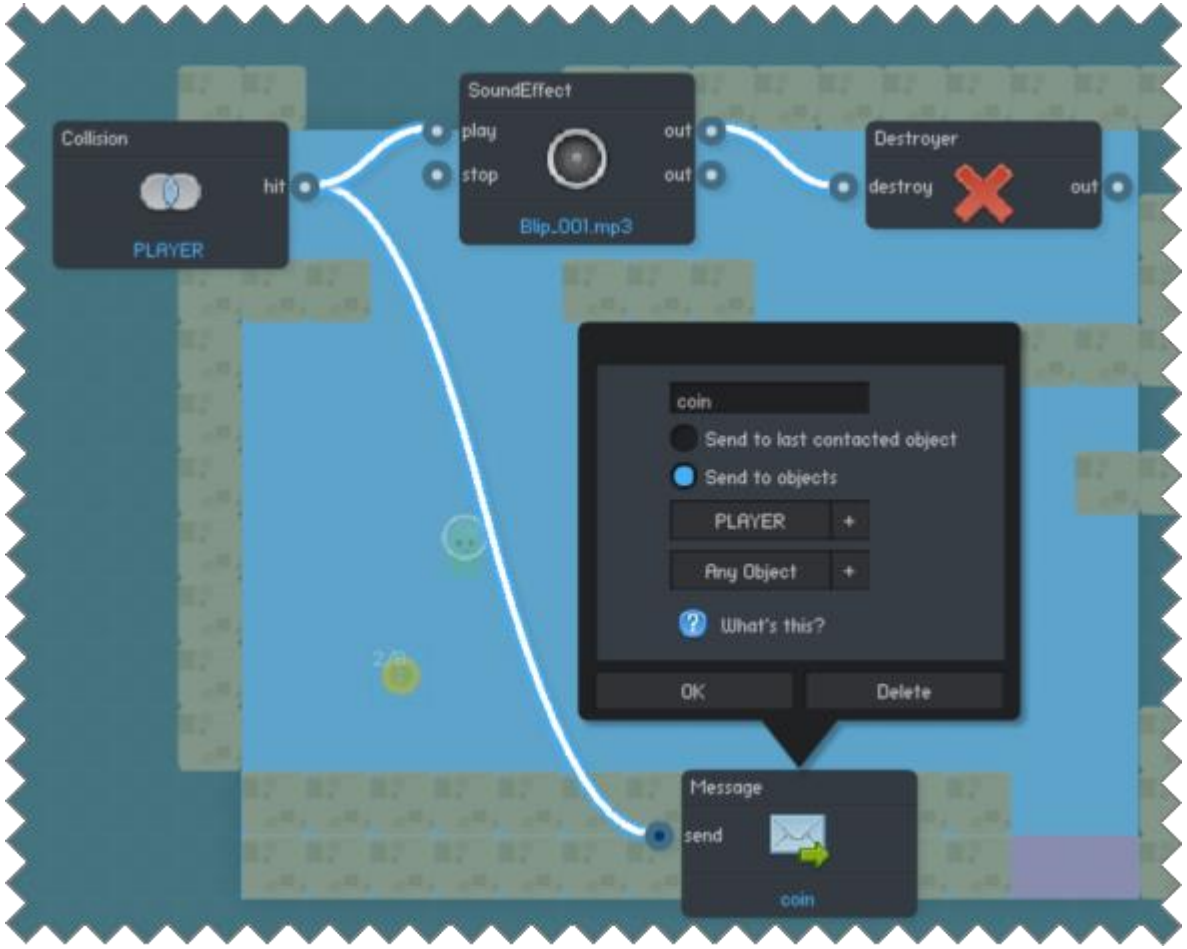
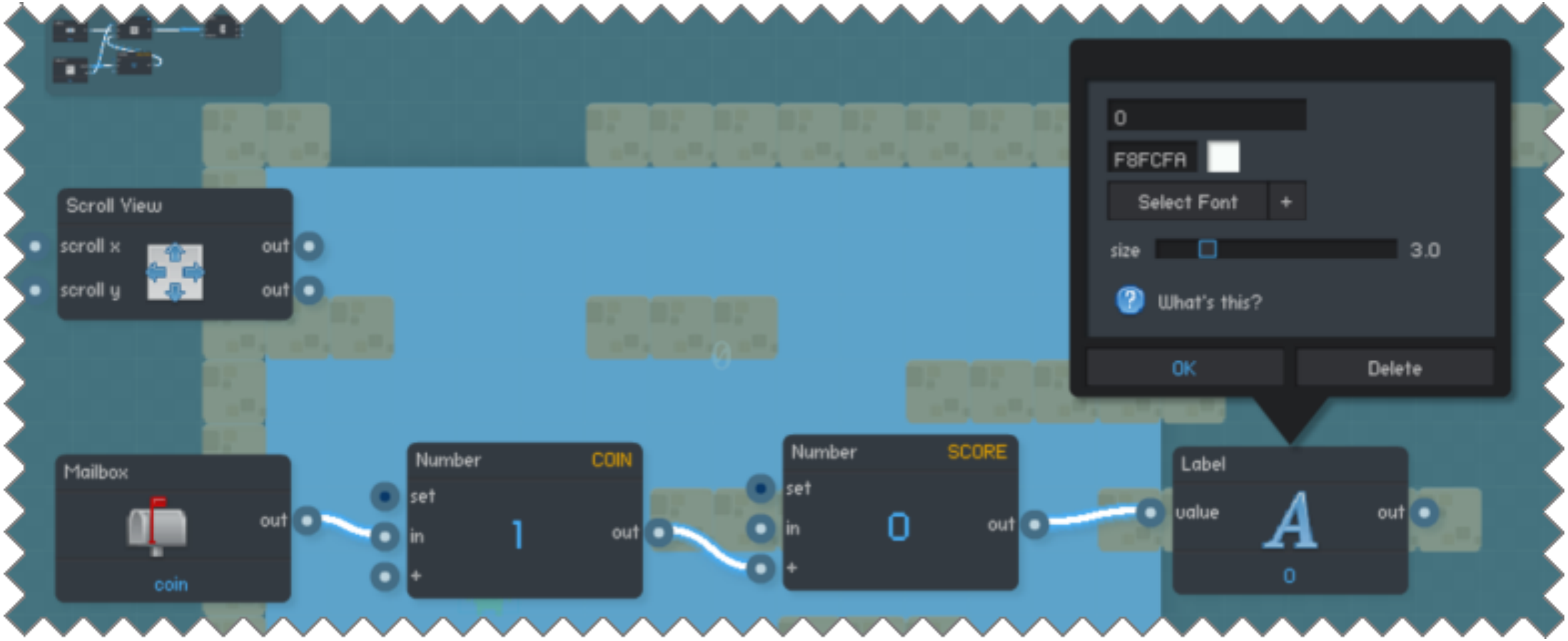
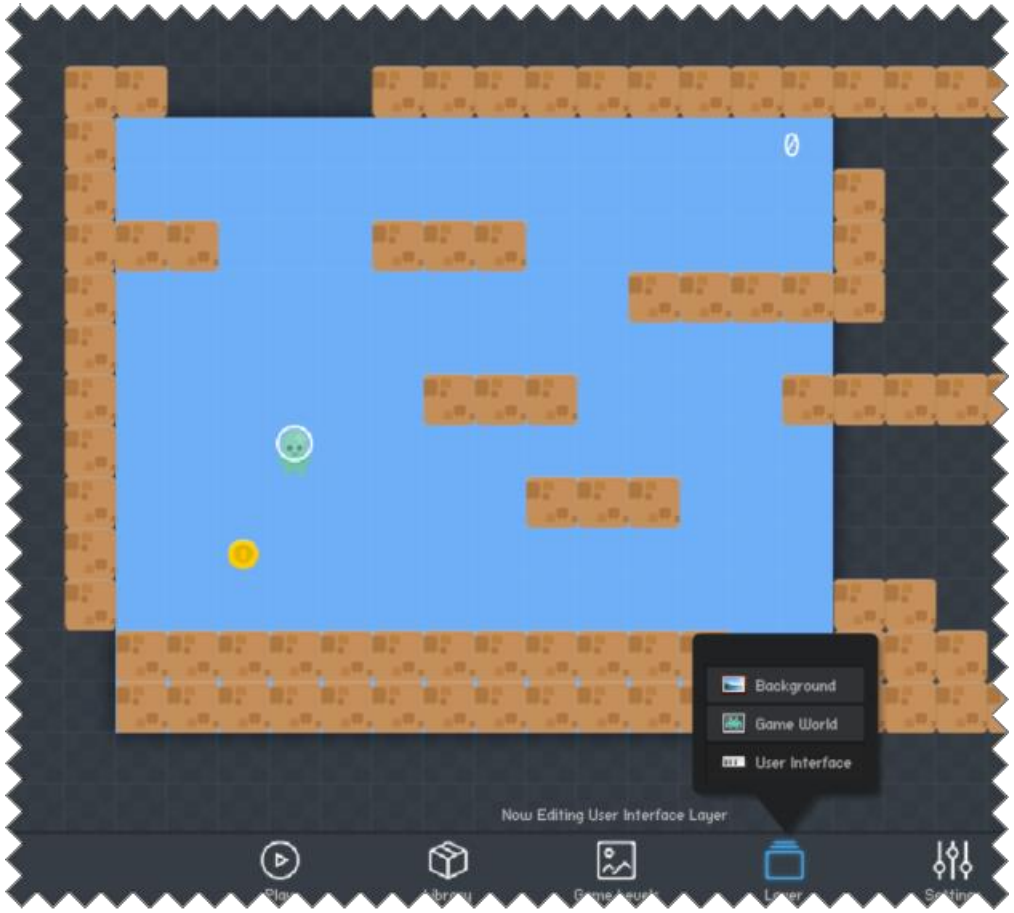
SEND COIN MESSAGE TO THE PLAYER



PLAYER RECEIVES COIN MESSAGE



POSITION SORE LABEL



ADD A TOTAL OF TEN COINS

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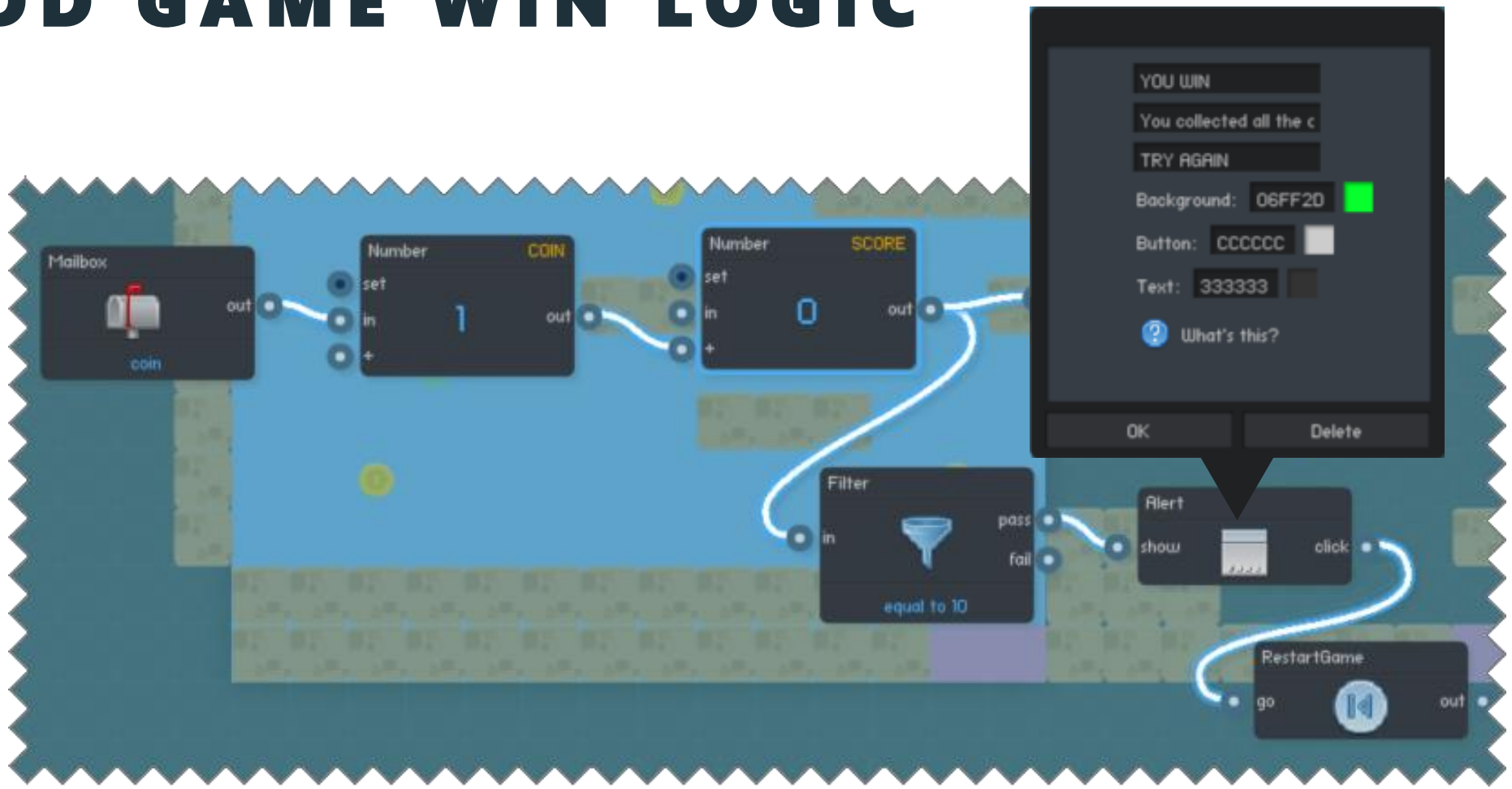
ADD GAME WIN LOGIC



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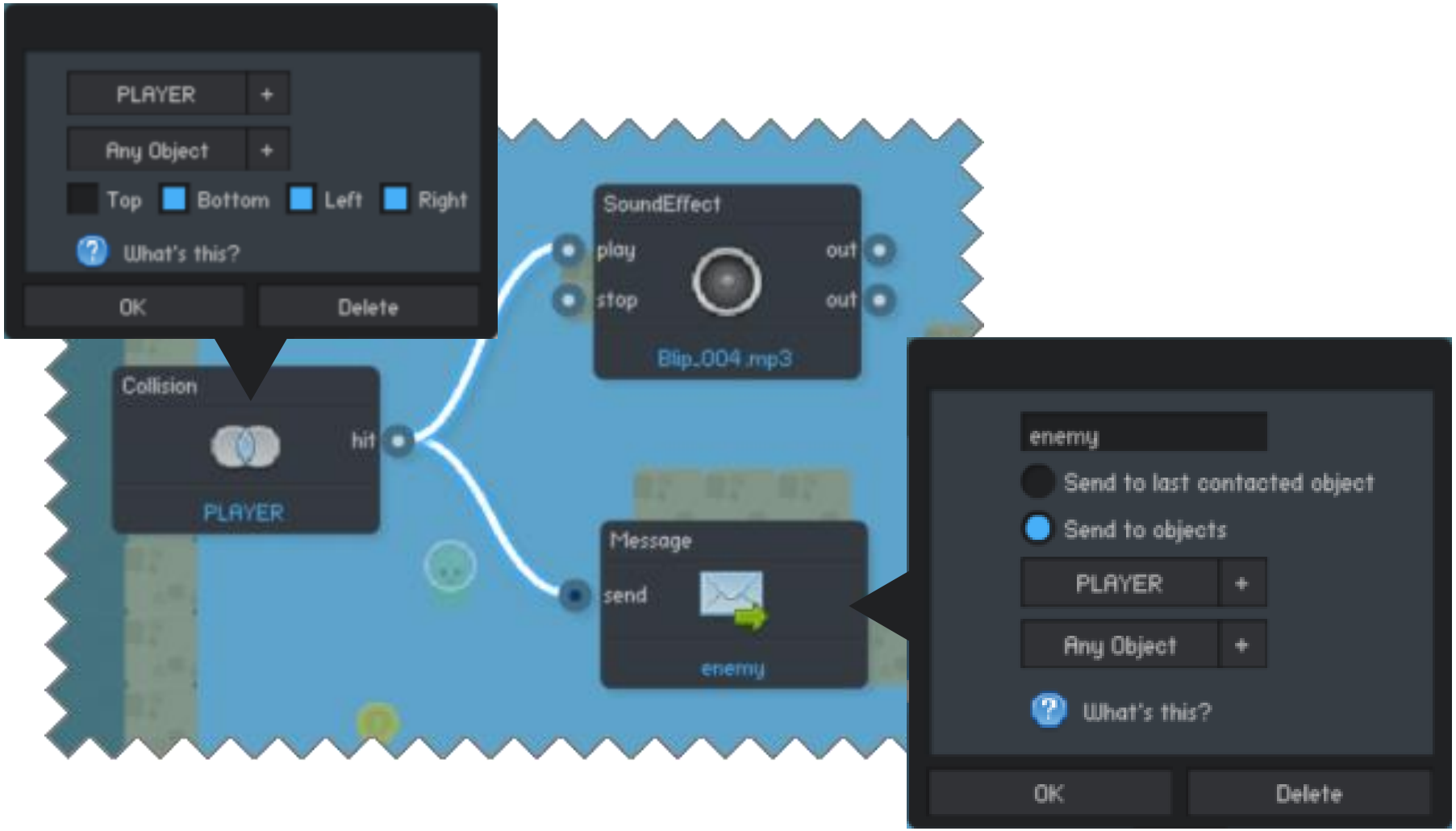
CREATE THE ENEMY

SEND ENEMY MESSAGE TO PLAYER



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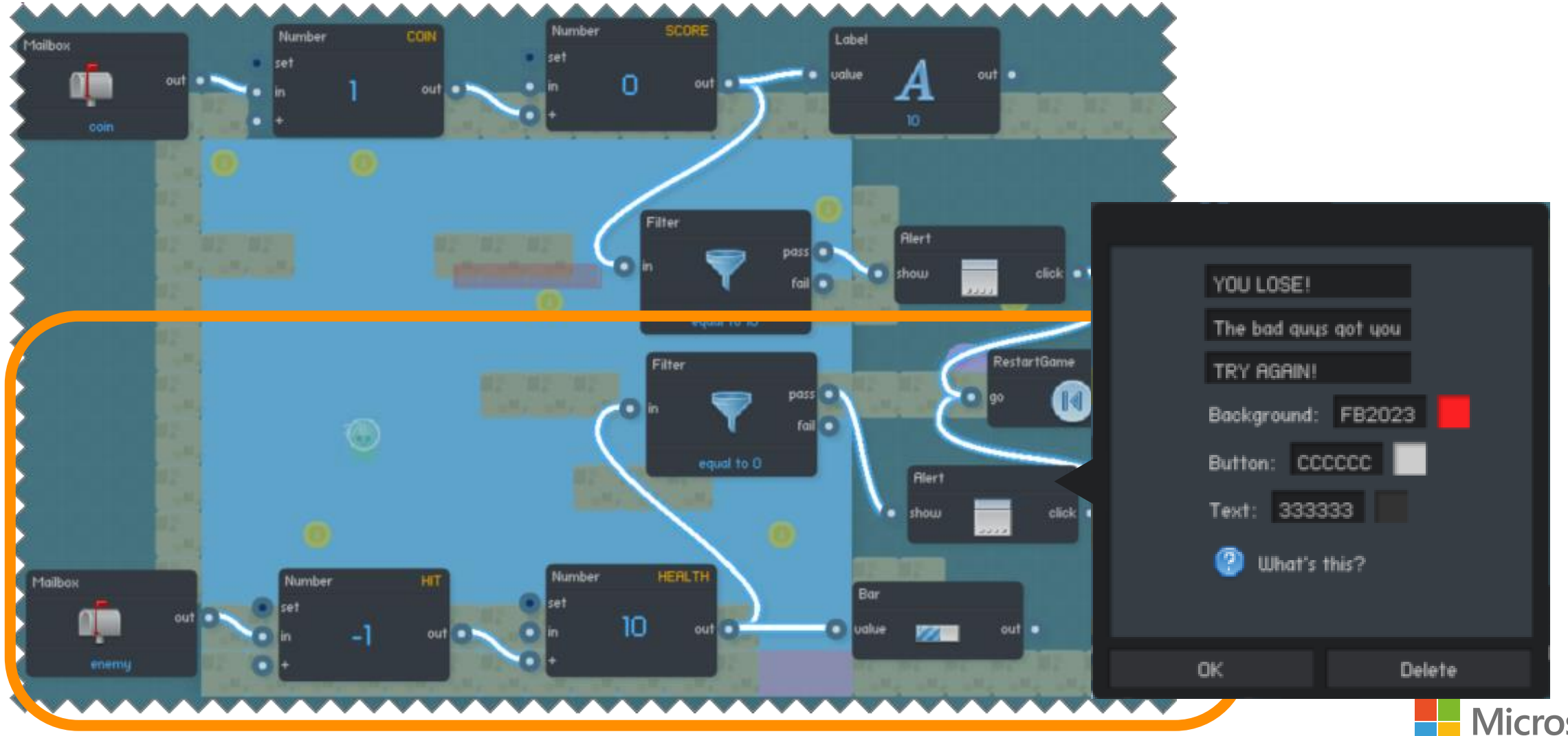
ADD GAME OVER LOGIC TO PLAYER



ADD KILL ENEMY COLLISION

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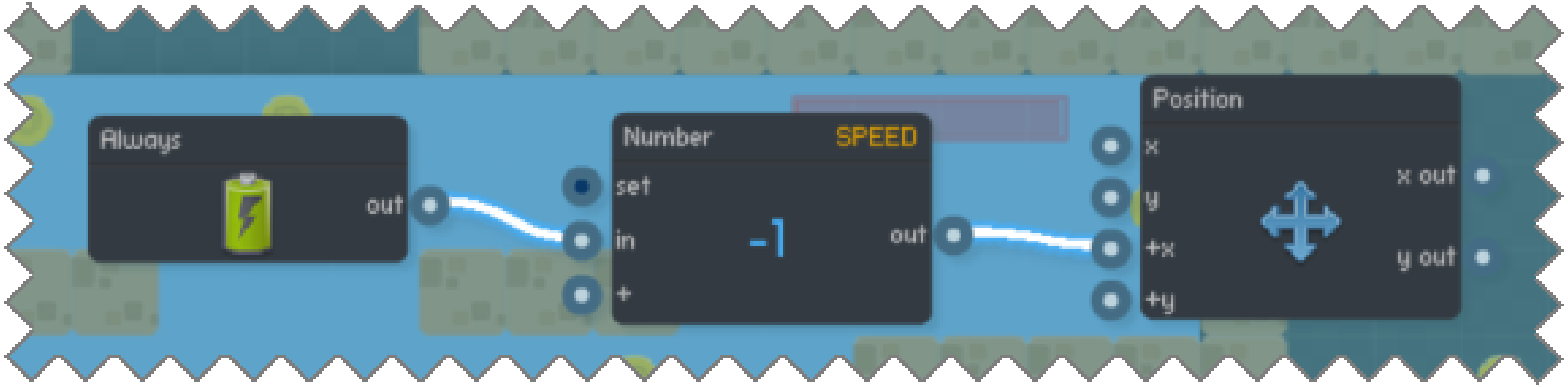
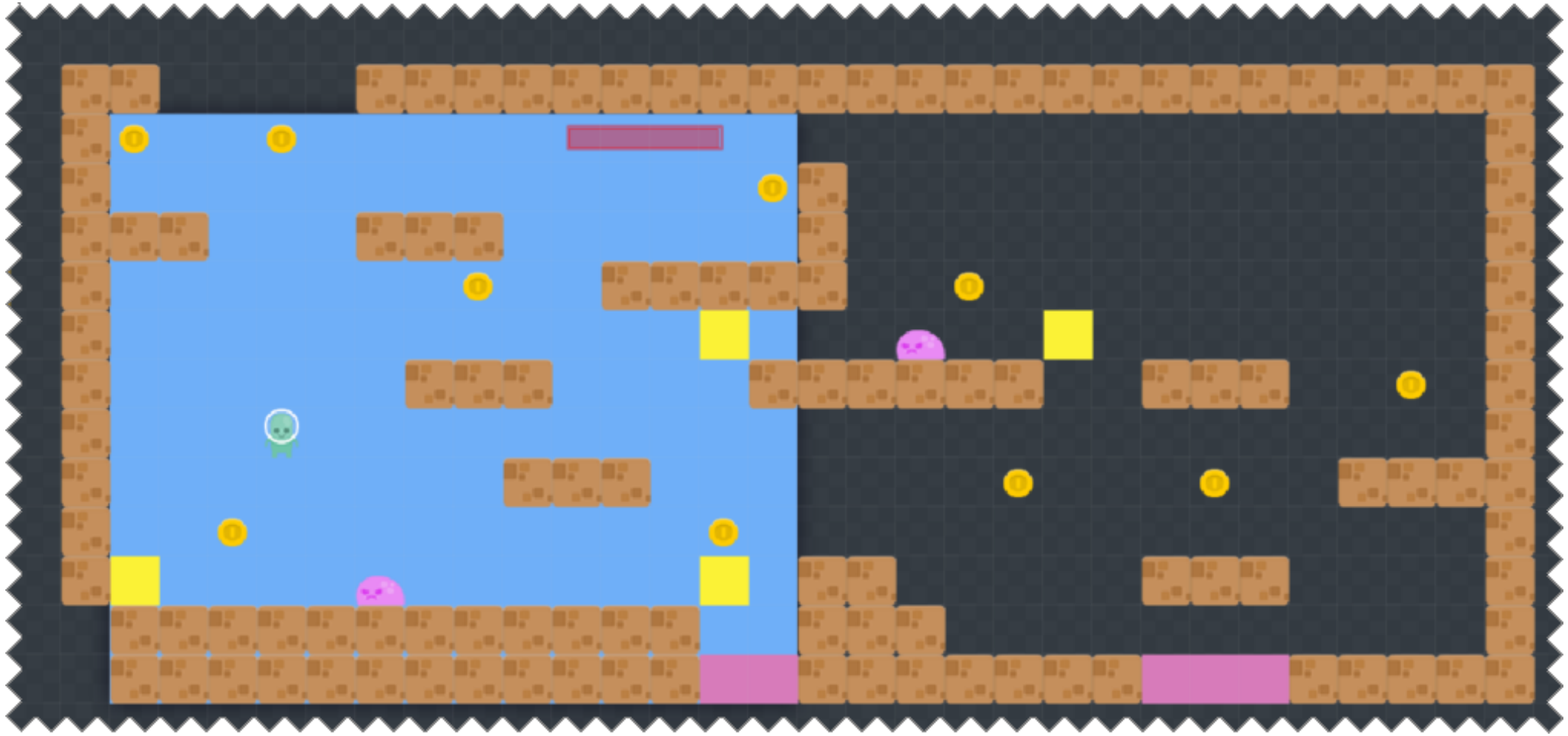
ADD ENEMY MOVEMENT



ADD ENEMY FLIP BLOCK

PLACE WHERE ENEMY SHOULD “FLIP”



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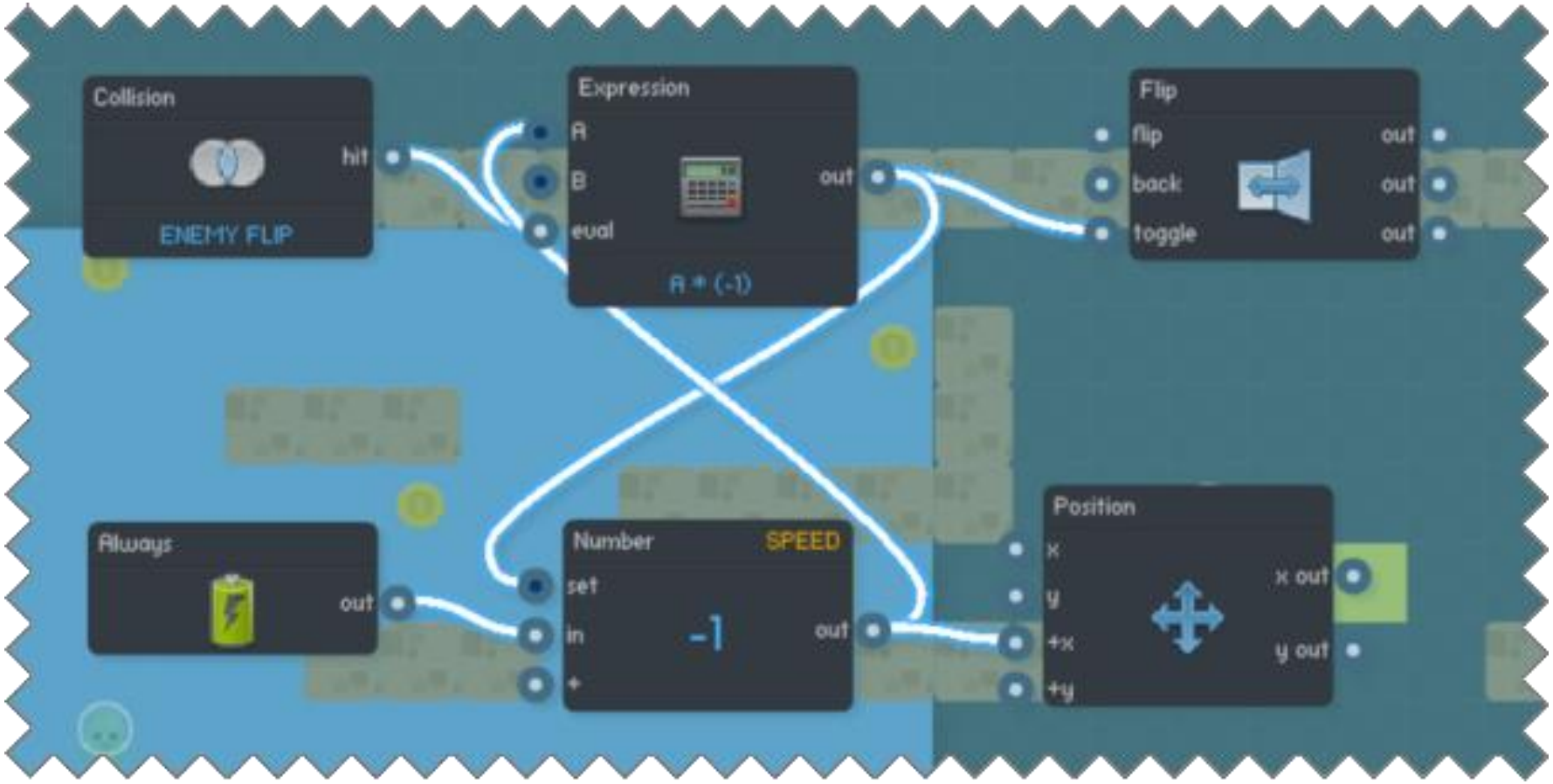
ADD FLIP BEHAVIOR TO ENEMY



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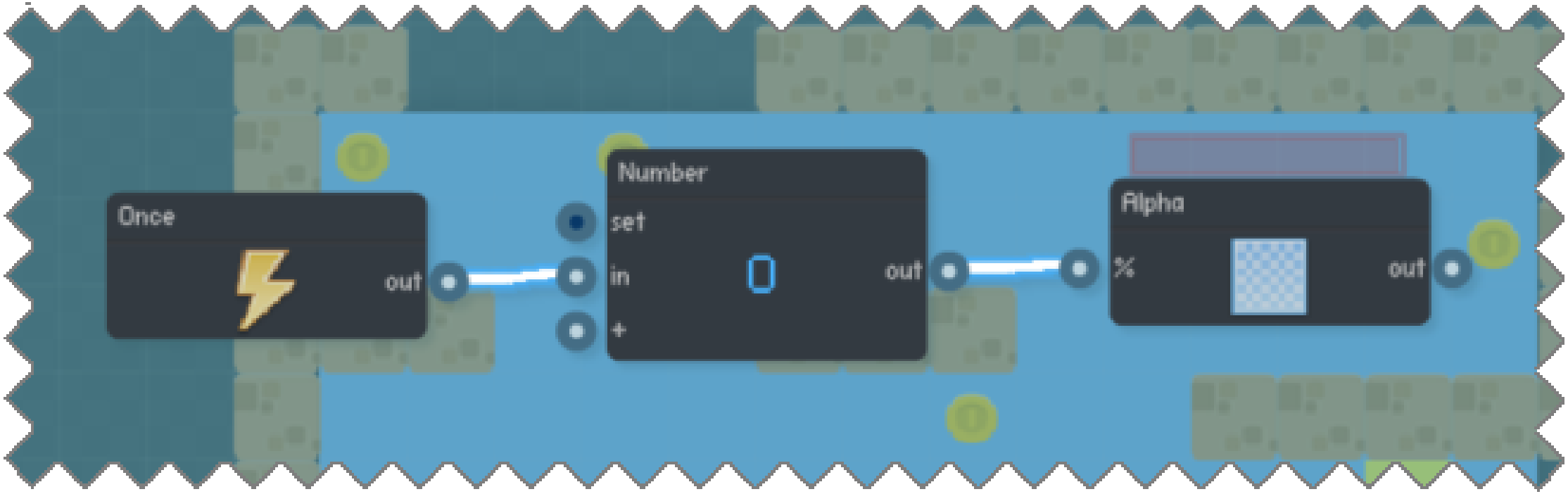
HIDE ENEMY FLIP BLOCKS AT START



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