

Here is the discussion forum for this part of the course. Please either post your comments/observations/questions or share your creations.

Let us suggest some topics of discussion and optional projects:

SUGGESTED TOPICS

- Did you know that time based animation is used by all "real" games?
- Many game frameworks available on the web include time based animation. While the course explains the low level operations used in many of these frameworks, it's interesting to know they exist and test some demos. We recommend you look at phaser.io.
- How would you design a scheduler for your game, that would trigger events as some predefined times (start an enemy wave, use a timed level in the game, etc.)

OPTIONAL PROJECTS

- If you have started developing your own small game from the examples given in the course (what, you haven't started yet??? ;)), please add time-based animation to your project.
- Add sliders to adjust the frame rate or the speed of the objects in the examples given in the course or in your own project, so to illustrate the time-based animation concept.