

SPACE INVADERS



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QUEM CRIOU ?

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Empresa: **Taito Corporation** (fabricante/distribuidora).

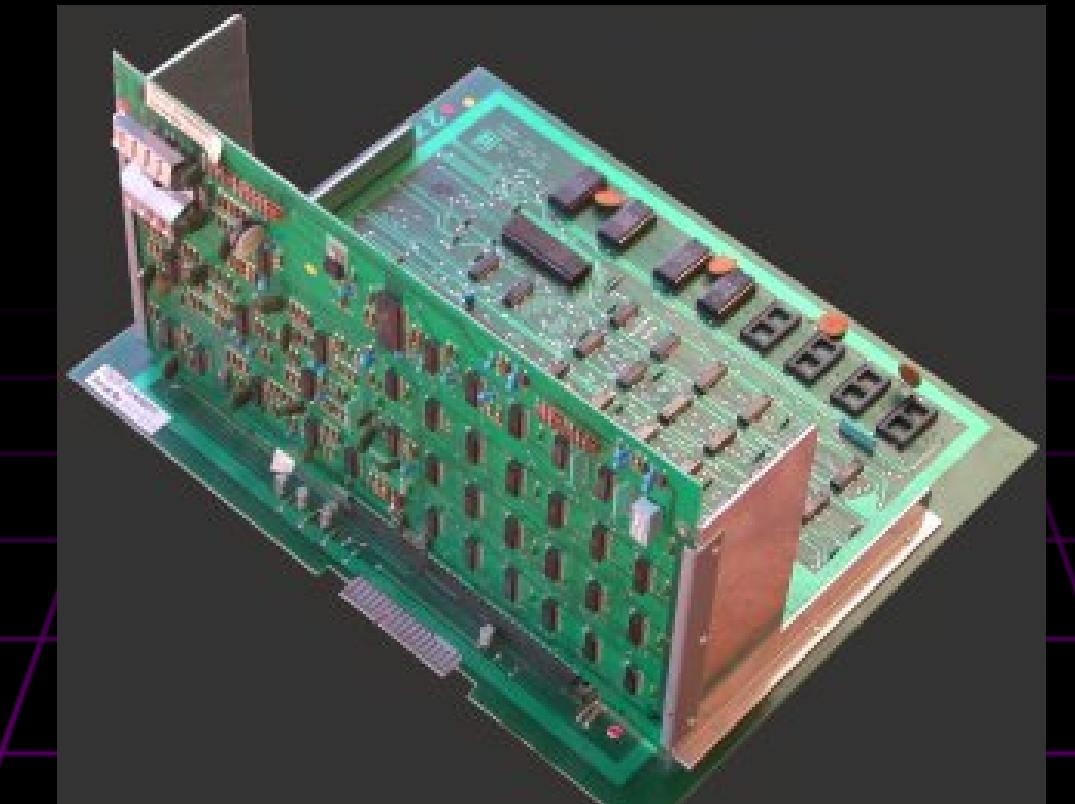
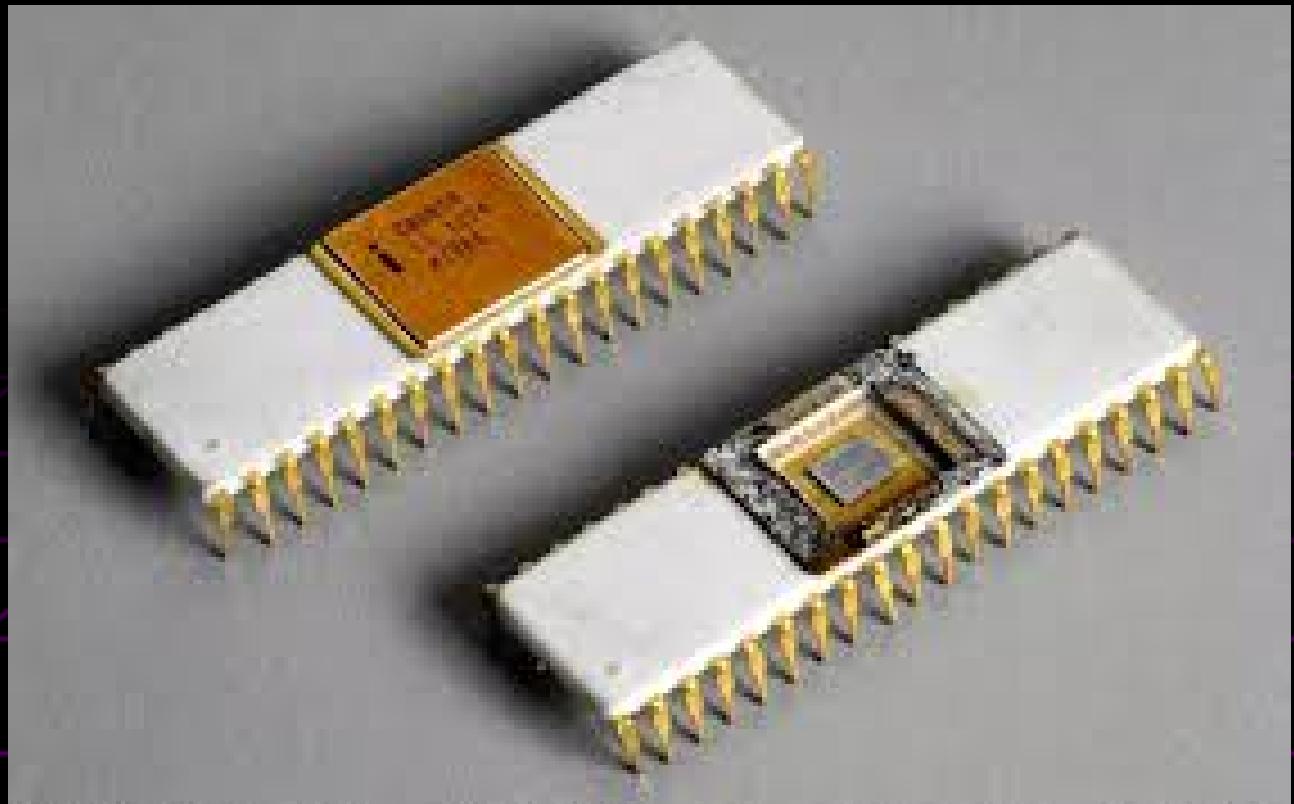
JAPÃO 1978



PLATAFORMAS

**Arcades (Taito/Midway hardware):
Intel 8080 + shifter + SN76477**

Ports e versões notáveis: Atari 2600, Atari 5200, Coleco/VCS, NES/Famicom



VISÃO GERAL

Space Invaders foi um dos primeiros jogos de tiro com gráfico bidimensional. O objetivo é destruir ondas de naves com uma espaçonave humana para ganhar o maior número de pontos possível.



IMPACTO COMERCIAL

Space Invaders foi um dos arcades mais vendidos e rentáveis da história; vendeu centenas de milhares de gabinetes e gerou receitas na casa dos bilhões (valor agregado ao longo do tempo, incluindo ports e receitas de moedas).

Japão: o maior impacto inicial

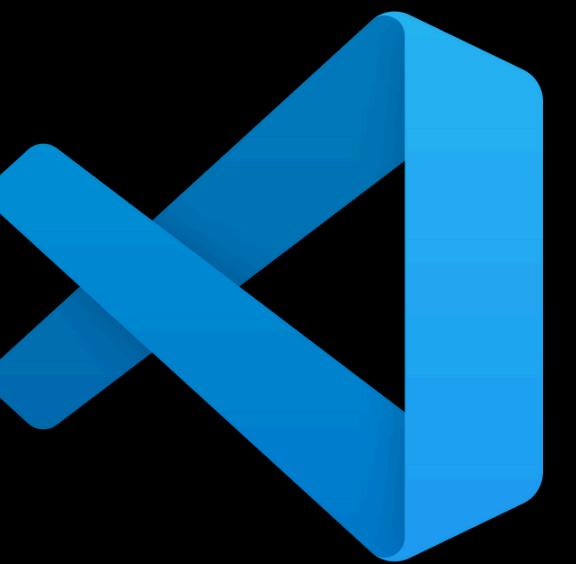
Estados Unidos: sucesso massivo após licenciamento pela Midway.

Europa (Reino Unido): forte adoção nas salas de arcade;

Outros mercados: Coreia do Sul, Austrália, **Brasil (1992 Tectoy Megadrive)**

TECNOLOGIAS

- Microsoft VS CODE
- Flutter 3.35.4
- Flame 1.28.1



Flutter

ESTRUTURA

The image shows a screenshot of a code editor displaying the structure of a Flutter application named "SPACE_INVADERS - COPIA". The application is organized into several files and folders:

- lib/main.dart**: The main entry point of the application.
- lib/game**: A folder containing components for the game.
- lib/game/components**: Sub-folders for alien_bullet.dart, alien.dart, bullet.dart, and player.dart.
- lib/game/systems**: Sub-folders for collision_system.dart, game_state.dart, and game.dart.
- lib/screens**: Sub-folders for game_screen.dart.
- lib/main.dart**: Another file in the lib directory.
- web**: A folder for the web version of the application.
- .gitignore**: Configuration file for Git.
- .metadata**: Metadata file.
- analysis_options.yaml**: Analysis configuration file.
- pubspec.lock**: Lock file for dependencies.
- pubspec.yaml**: Configuration file for dependencies.
- README.md**: README file.
- space_invaders.iml**: IntelliJ IDEA project file.

The **main.dart** file contains the following Dart code:

```
1 import 'package:flutter/material.dart';
2 import 'screens/game_screen.dart';
3 
4 void main() {
5   runApp(const MyApp());
6 }
7 
8 class MyApp extends StatelessWidget {
9   const MyApp({super.key});
10 
11   @override
12   Widget build(BuildContext context) {
13     return MaterialApp(
14       title: 'Space Invaders',
15       debugShowCheckedModeBanner: false,
16       home: Scaffold(
17         backgroundColor: Colors.black,
18         body: Center(
19           child: Container(
20             width: 800, // Largura do jogo
21             height: 600, // Altura do jogo
22             decoration: BoxDecoration(
23               color: Colors.black,
24               border: Border.all(color: Colors.grey, width:
25               1),
26             ), // BoxDecoration
27             child: GameScreen(),
28           ), // Container
29         ),
30       ),
31     );
32   }
33 }
```

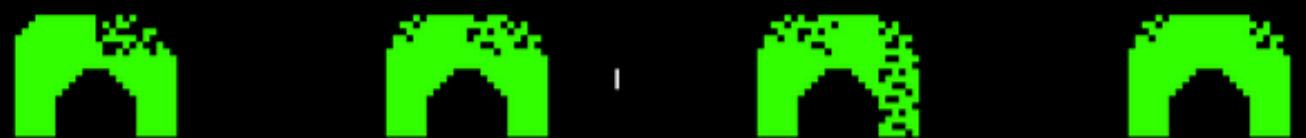
A floating window on the right side of the editor displays the file structure and contents of **main.dart** in a tree view:

- lib
 - game
 - components
 - alien_bullet.dart
 - alien.dart
 - bullet.dart
 - player.dart
 - systems
 - collision_system.dart
 - game_state.dart
 - game.dart
 - screens
 - game_screen.dart
 - main.dart

ORIGINAL

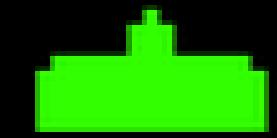
SCORE 160

LIVES

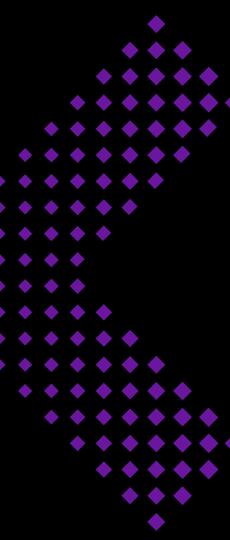
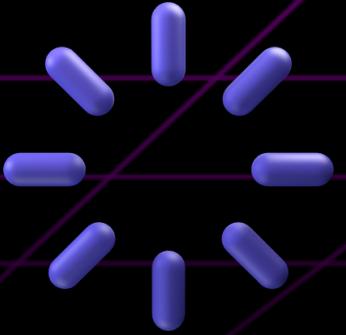
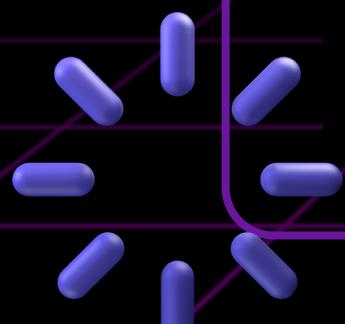
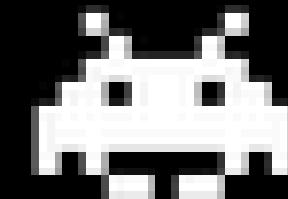


TELA DO JOGO

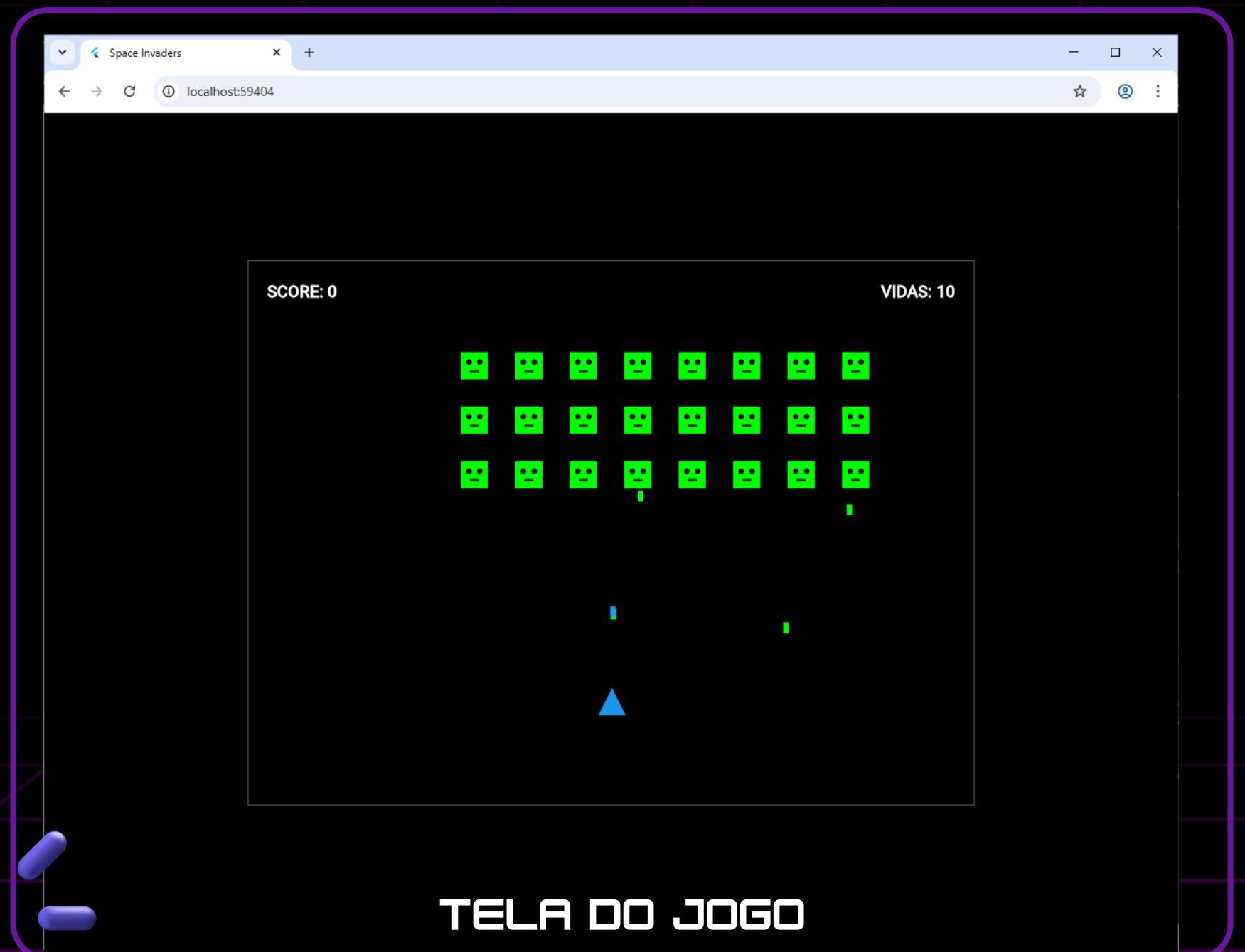
PLAYER



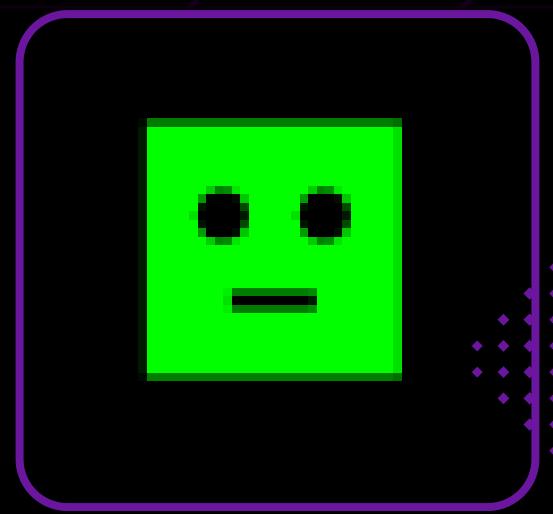
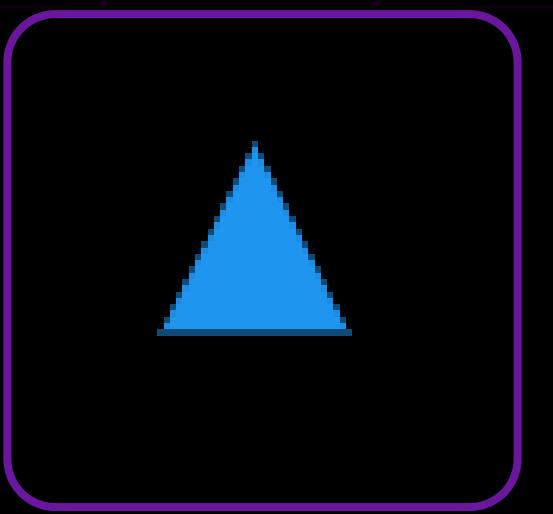
ALIEN



ADAPTAÇÃO



TELA DO JOGO



ALIEN

REINÍCIO

