

MOBILE GAME: CORONA & ADOBE AIR

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TOOLS YOU NEED

TextMate

<http://macromates.com/>

Corona

<https://developer.anscamobile.com/downloads/coronasdk>

TextMate Corona Bundle

<https://github.com/osadchuk/Corona-SDK.tmbundle/downloads>

TextMate Corona Bundle Installation Instructions

<http://www.ludicrousoftware.com/corona-textmate-bundle/index.html>

TOOLS YOU NEED

Flash Builder

[https://www.adobe.com/cfusion/tdrc/index.cfm?
product=flash_builder&promoid=FDUMD](https://www.adobe.com/cfusion/tdrc/index.cfm?product=flash_builder&promoid=FDUMD)

Fireworks

[http://www.adobe.com/cfusion/tdrc/index.cfm?
product=fireworks&promoid=DJDUQ](http://www.adobe.com/cfusion/tdrc/index.cfm?product=fireworks&promoid=DJDUQ)

WHO?



- Jesse Warden

- Web App Solution



- Flex/Java/BlazeDS Consulting

WHAT?

- Mobile Gaming
- Corona SDK by Anscamobile 
- Adobe AIR for Mobile 

WHAT YOU'LL LEARN

- Lua



WHAT YOU'LL LEARN

- Corona
 - Physics & Collisions
 - SpriteSheets
 - Touch Events
 - Achievements & Scores via OpenFeint



WHAT YOU'LL LEARN

- Adobe AIR
 - 3 ways to do blitting
 - Touch Events
 - DisplayObject nesting
 - Adobe Tooling



CORONA SDK

- Anscam Mobile
- SDK for writing Android & iOS Games
- <http://anscamobile.com>
- <http://developer.anscamobile.com/resources/apis>

CORONA

- Simulator
- Builds on the Server

WHY CORONA?

- Box2D is Native
- 3rd Party API's are easy
- Game network partnerships

INTEGRATIONS

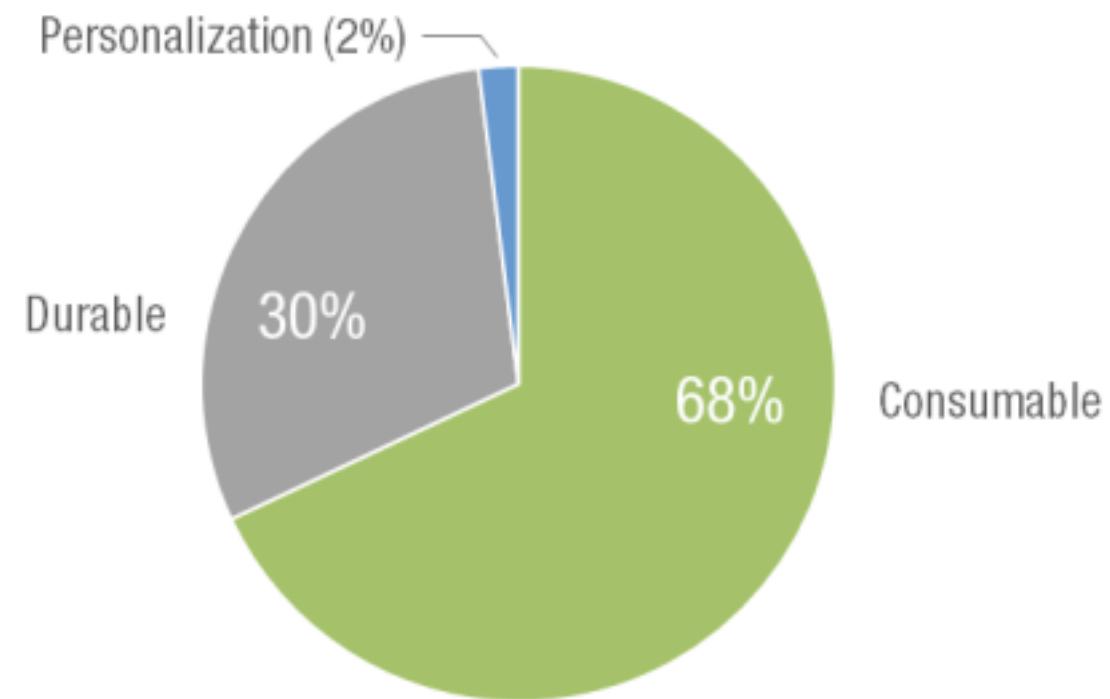
- Facebook
- Google Maps
- OpenFeint
- PapayaMobile



INTEGRATIONS

- iOS Micro Payments (Android coming)
- Virtual Currency via SuperRewards
- InMobi
- App Advertising

iOS & Android Freemium Games, Dollars Spent on Virtual Goods

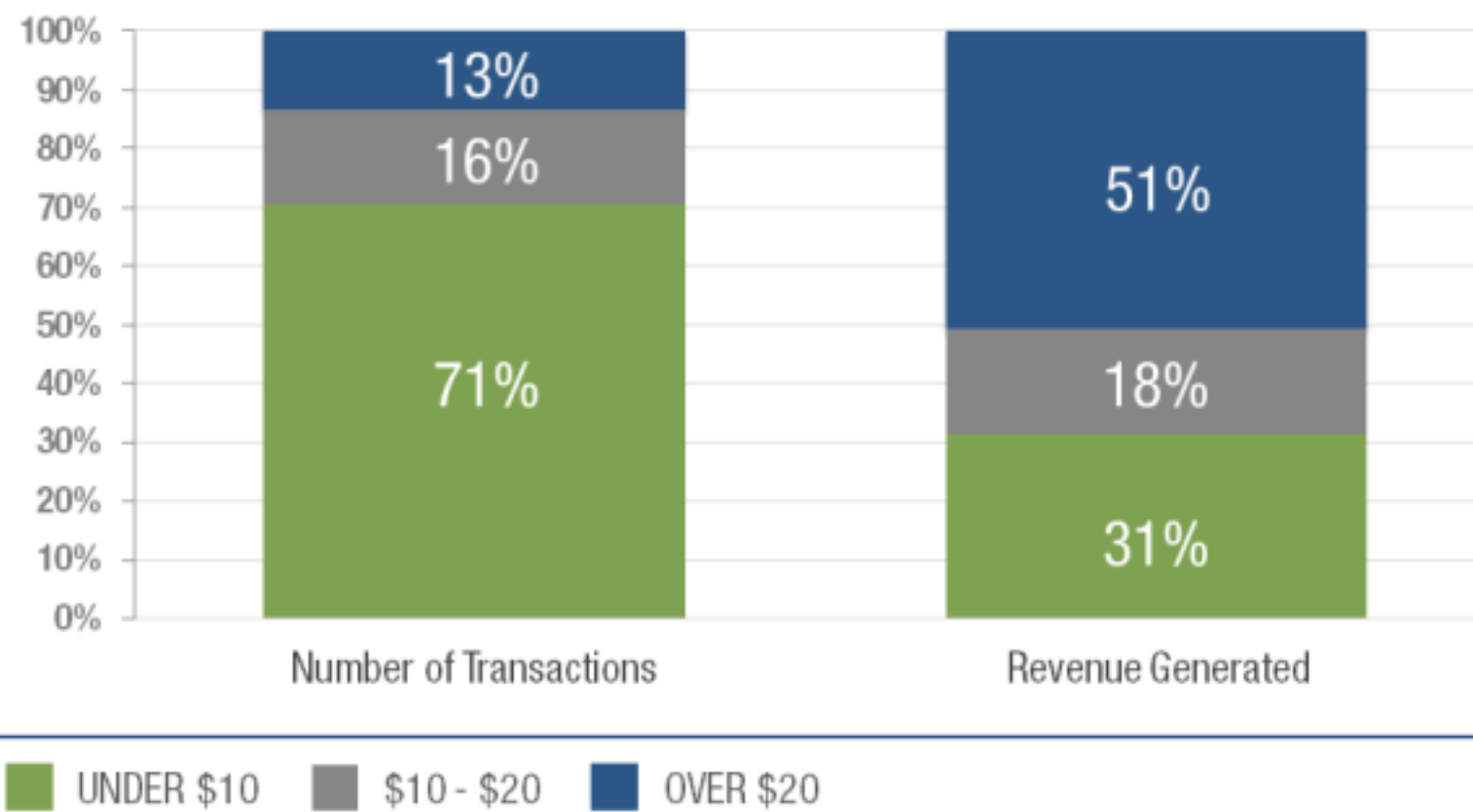


Source: Flurry Analytics, 2010-11, n = 57M transactions, \bar{x} = 2.1M DAUs

FREEMIUM

Micropayments

In App Purchase Transaction Sizes vs. Revenue Generated



Source: Flurry Analytics, Top iOS & Android Freemium Games, 3.5M User Sample

FREEMIUM

Micropayments

INTEGRATIONS

- Metrics

CORONA LESSONS

- Lesson 1: Tools
- Lesson 2: Lua
- Lesson 3: DisplayObjects
- Lesson 4: Events & Timers
- Lesson 5: Box2D
- Lesson 6: SpriteSheets
- Lesson 7: OpenFeint

LESSON 1: TOOLS

- Corona SDK
- TextMate
- IntelliJ
- PC: LuaEdit

LESSON 2: LUA

a.print

b.-- and --[[]]--

c._G

d.foo = "bar"

e.nil

f. bar = nil

g.variants

h.types: string, number,
function, table, boolean, nil

i. if then else elseif

j. concatenation

k.tables

LESSON 2: LUA

l. < > <= >= == ~=

m.and, or, not

n.type

o.multiple return types

p.local vs. global

q.while / pairs / ipairs, for
start,end,optionalIncrement

r.functions

s.arg

t.scope

LESSON 2: LUA

u.static

aa.unit testing:TestMOre

v.self

w.classes

x.packages

y.errors, pcall, assert, error

z.debug

LESSON 3: DISPLAYOBJECTS

a.Image: Plane

b.Image: Bullet

c.Image: Enemy

LESSON 4: EVENTS & TIMERS

a. Move Plane on Touch

b. Create Enemies via Timer

c. Move Enemies via enterFrame

d. Create Bullets and move via enterFrame

LESSON 5: BOX2D

a. Turn it on, set gravity to 0, add Plane

b. add Enemy

c. add Bullet

d. collision events

e. Collision Filters chart

f. kill the objects

LESSON 6: SPRITESHEETS

a. Flash Design

b. Fireworks Design

c. Player SpriteSheet

d. Creation upon death

LESSON 7: OPENFEINT

a.website

a.Create Leaderboard

b.Create Achievements

b.require it

c.init it

d.on kill, add points

e.on 10 kills, unlock achievement

f. make a menu

g.button for seeing scores

h.button for seeing achievements

ADOBE AIR LESSONS

- Lesson 1: Tools
- Lesson 2: ActionScript
- Lesson 3: Bitmaps
- Lesson 4: Sprites

LESSON 1: TOOLS

a. Flash Builder

b. IntelliJ

c. Android SDK

d. iOS Stack

LESSON 2: ACTIONSCRIPT

a.trace

b.// and /* */

c.; optional, but everyone uses them

d.var foo = "bar";

e.null/undefined/NaN

f. Number, int, uint, String, Boolean, Array, Vector, Object, ByteArray, Dictionary

g.if, else, else if, switch

h.concatenation

i. Object & * vs. Strict Types

LESSON 2: ACTIONSCRIPT

j. < > <= >= == != !

k.functions

l. typeof

m.instanceof

n.classes

o.packages

p.access: private, protected,
public

q.scope: local, member, anon/
closures, classes

r.static

s.local variables

LESSON 3: BITMAPS

a.Bitmap & BitmapData

b.copyPixels

c.scrollRect

d.scrollRect move

e.copyPixels

LESSON 4: SPRITES

a.Character: Sprite / SpriteSheet

b.Move Character

c.Animated SpriteSheet

DESIGN

- Photoshop
- Fireworks
- Flash



SPRITES N' ASSETS

- [Photoshop: Freeman Script]
- [Fireworks: My Script]
- [Flash: Onion Skinning]

ADOBE AIR

- Tooling
- Strongly Typed
- Runtime Exceptions
- Debugging



ADOBE AIR

- GUI Components
- Flex
- MinimalComps

ADOBE AIR

- Libraries
- Low-Level Access
- Blitting

ADOBE AIR

- [simple blitting]

CORONA RESOURCES

- <http://developer.anscamobile.com/resources/apis>
- <http://learningcorona.com/>
- <http://www.lua.org/>

ADOBE AIR RESOURCES

- http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/index.html
- Twitter
- G+
- <http://tech.groups.yahoo.com/group/flexcoders/>

INSPIRIATION

- <http://flashgameart.com/>
- <http://www.deviantart.com/>
- <http://www.newgrounds.com/>
- <http://www.albinoblacksheep.com/>

GAME KNOWLEDGE

- <http://gamasutra.com/>
- <http://kotaku.com/>

THANK YOU! QUESTIONS?

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