Chunk Games

Universal Story Brief

Welcome

- Project Management
- Marmalade
- Gameplay
- Graphics
- Parallax Scrolling
- Style Guide
- Demonstration

Project Management

Marmalade SDK

- Supports C/C++ standard libraries
- OpenGL ES
- Deploy to multiple platforms (iPad)

Game Mechanics using Touchscreen

- Getting input from Touch device
- Input manager
- Using different touch "events" to activate goals

Graphics

Scrolling Layers

Style Guide

Demonstration

Questions?

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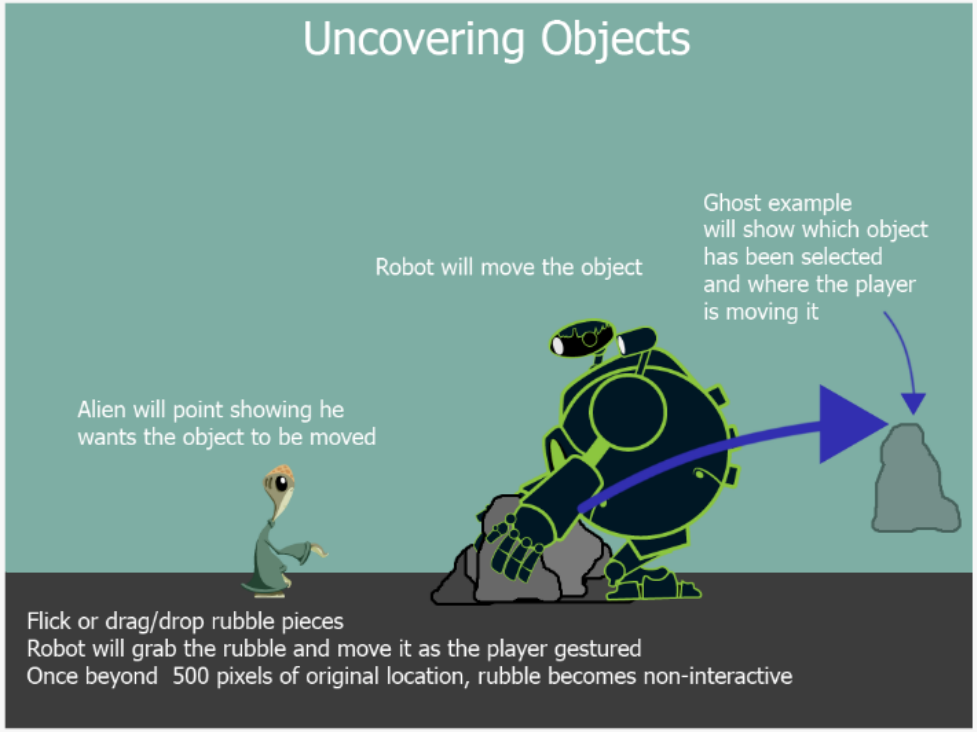
Project Management

- Assembla
- SVN Source Control
- Branching
- Task Manager
- Online Wiki

Marmalade SDK

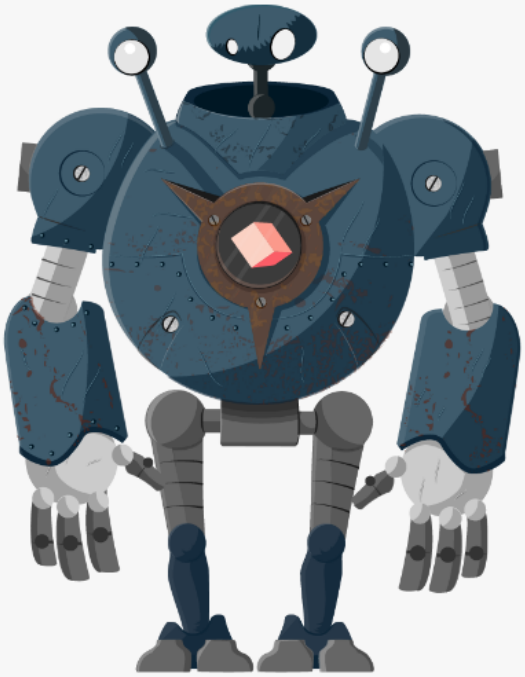
- Supports C/C++ standard libraries
- OpenGL ES
- Deploy to multiple platforms (iPad)
- Online documentation

Game Mechanics using Touchscreen



- Getting input from Touch device
- Input manager
- Using different touch "events" to achieve goals

Graphics



- Marmalade's IwGX API
- 2D sprites - textured quads
- Limited to int8 dimensions for animation frames

Scrolling Layers

- Parallax scrolling layers
- Created from simple .txt scripts
- Tiles with decorative and interactive sprites

Style Guide

```
/*
    Name        TitleState::getNextState
    Syntax      TitleState::getNextState(Condition condition)
    Param       Condition condition - Condition parameter used to determine the next state
    Return      State* - A pointer to the next state type object
    Brief       Creates a new object of the next state type
*/
State* TitleState::getNextState(Condition condition)
{
    State* state = NULL;
    switch (condition)
    {
        case CONDITION_GO_TO_MENU :
            state = new MenuState;
            break;

        default :
            state = NULL;
            break;
    }
    return state;
}

/*
    Name        TitleState::initialise
    Syntax      TitleState::initialise()
    Brief       Initialises the state
*/
void TitleState::initialise()
{
    // Set the background colour to (opaque) blue
    IwGxSetColClear(0, 0, 0xff, 0xff);
```

- Provides consistency throughout the code
- Increases readability and useability
- Naming conventions, code organisation, formatting, commenting

Demonstration

Questions?