# Mobile Game Development

## Topic 02 : Introduction to Solar 2D

### Lecture 01 : Solar 2D Overview

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### Outline

- Solar 2D game development Framework
- Trivial game - Ballon Hop
- Game - Star Explorer

# Main Features of Solar 2D

- Cross platform:

- Support for deployment as native app and multiple monetisation options.

- Free, open source (July 2020) — previous version (named Corona SDK) was 'semi-open sourced' with commercial licensing options.

- Stable API and good documentation — much of it still uses the original title (corona) but otherwise excellent documentation.

- Lua based (interpreted not using JIT).

- OpenGL based.

- Decent physics engine — box2d

- Relatively light hardware requirement.

# Alternatives (Lua based)



- Possibly Gideros and Defold are better.
- Picked Solar 2D due to quality of documentation, minimalistic development environment and stability of simulator.

See `https://pandaqi.com/blog/my-review-of-corona-game-engine`

# Game Plan — From Documentation/Tutorials

> Ballon. Tap

`docs.coronalabs.com/guide/programming/01/index.html`

- trivial 'game' - one event (touch), single scene, basic physics.
- Introduce the Solar 2D simulator.

> Star Explorer

`docs.coronalabs.com/guide/programming/02/index.html`

- Multiple events (tap, drag and drop),
- Using display groups to get layers (z-order).
- Image sheets to store game graphics.
- Asset creation and removal.
- Timing of events using `timer.performWithDelay` instead of manual countdowns.
- Multiple scenes via composer.
- Persistent data — high scores.
- Audio