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