# 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

















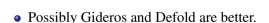
- Cross platform:
- Support for deployment as native app and multiple monetisation options.
- Free, open source (July 2020) previous version (named Corona SDK) was 'semi-open sourced' with commercial licensing options.
- Stable API and good documentation much of it still uses the original title (corona) but otherwise excellent documentation.
- Lua based (interpreted not using JIT).
- OpenGL based.
- Decent physics engine box2d
- Relatively light hardware requirement.

## Alternatives (Lua based)









• 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