CSP2108 Introduction to Mobile Application Development

Workshop: Composer Library

In this workshop you will add create an app to illustrate moving between scenes in an app using the Composer Library.

Instructions

This week your task is to create your own app from scratch, using the Composer library. So here are your requirements:

Create an app consisting of:

1. main.lua : this should simply load the first scene
2. demoScene1.lua : this is the first scene
3. demoScene2.lua : this is the second scene

demoScene1.lua

This scene should have a blue background, and a set of 20 buttons, each labeled with one of the supported transition effects for loading a screen ("fade", "crossfade" etc).

You can find the list in the Docs for the Composer Library at
https://docs.coronalabs.com/guide/system/composer/index.html

When the user clicks on one of these buttons, the app should switch to demoScene2, using the corresponding transition.

Suggested steps
1. Design the layout of the scene on paper.
2. Use the Scene Template as a starting point.
3. In *scene:create(),* add the background and the buttons. Don't forget to insert them into the scene view.
4. Write an event handler and attach it to the buttons.
5. Have the event handler create an *options* object (using the button text for the effect parameter) and call *composer.gotoScene()* to load demoScene2.

6. You shouldn't call *gotoScene* directly from the event handler, so you will have to set a *timer* to do it.

demoScene2.lua

This is the same as demoScene1, except that the background should be red, and clicking on a button should take the user to demoScene1.

That's all! There is a scene template on Blackboard that you can use for the two scenes.

Have a good break.