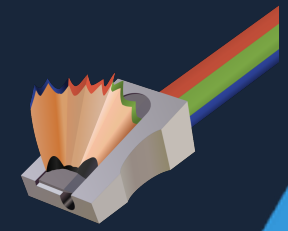


Building a game with Xamarin.Forms

and the amazing community



Shaun Lawrence

@bijington

About Me

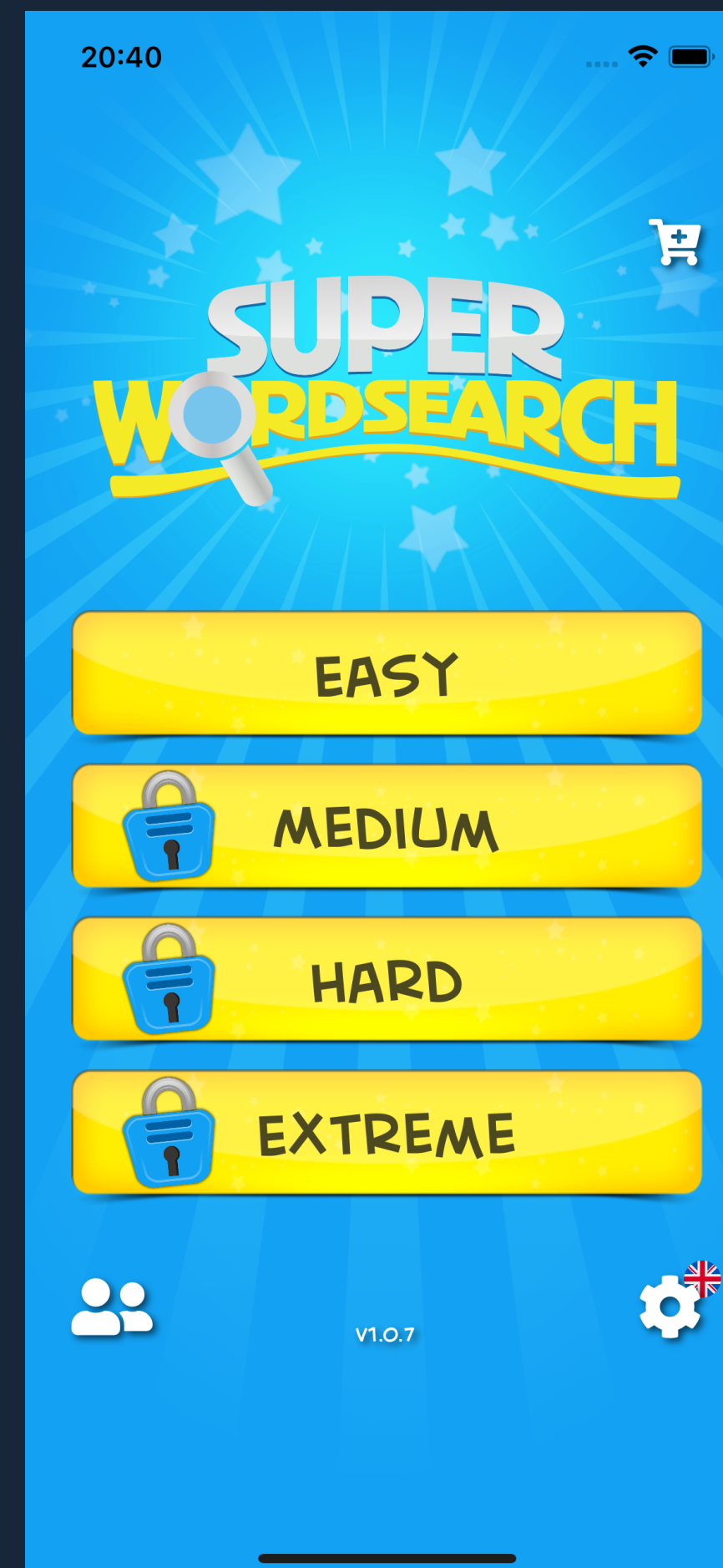
Shaun Lawrence

- Software Engineer for 15 years
 - Desktop (WPF)
 - Mobile (native/Xamarin)
- Primary work on functional business applications



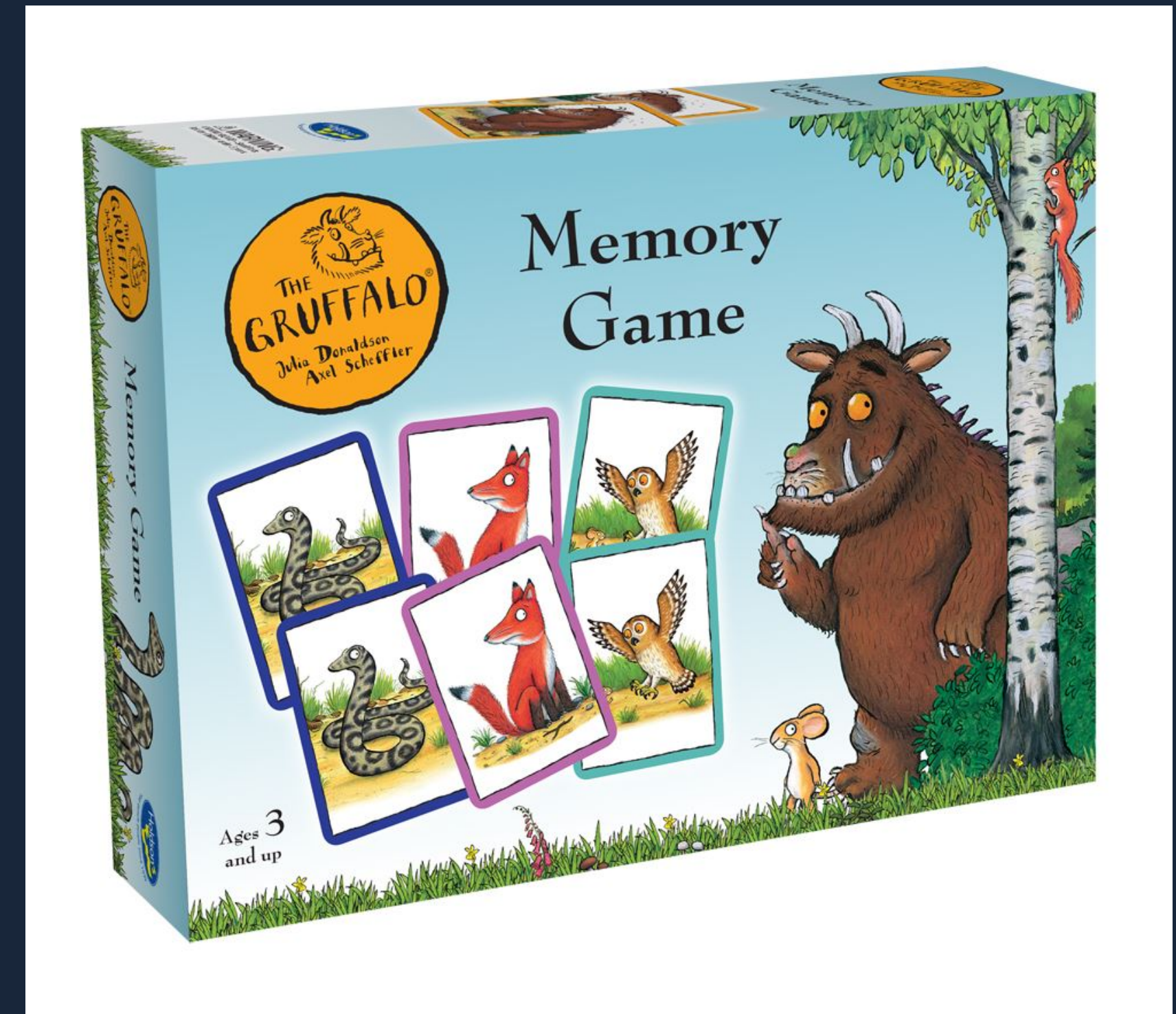
Super Wordsearch

- Actually completed a side project!
- Built using Xamarin.Forms
- Built in 5 months
- 98% shared code!
- Impossible without the community
- <https://www.superwordsearch.com>



Our demo application

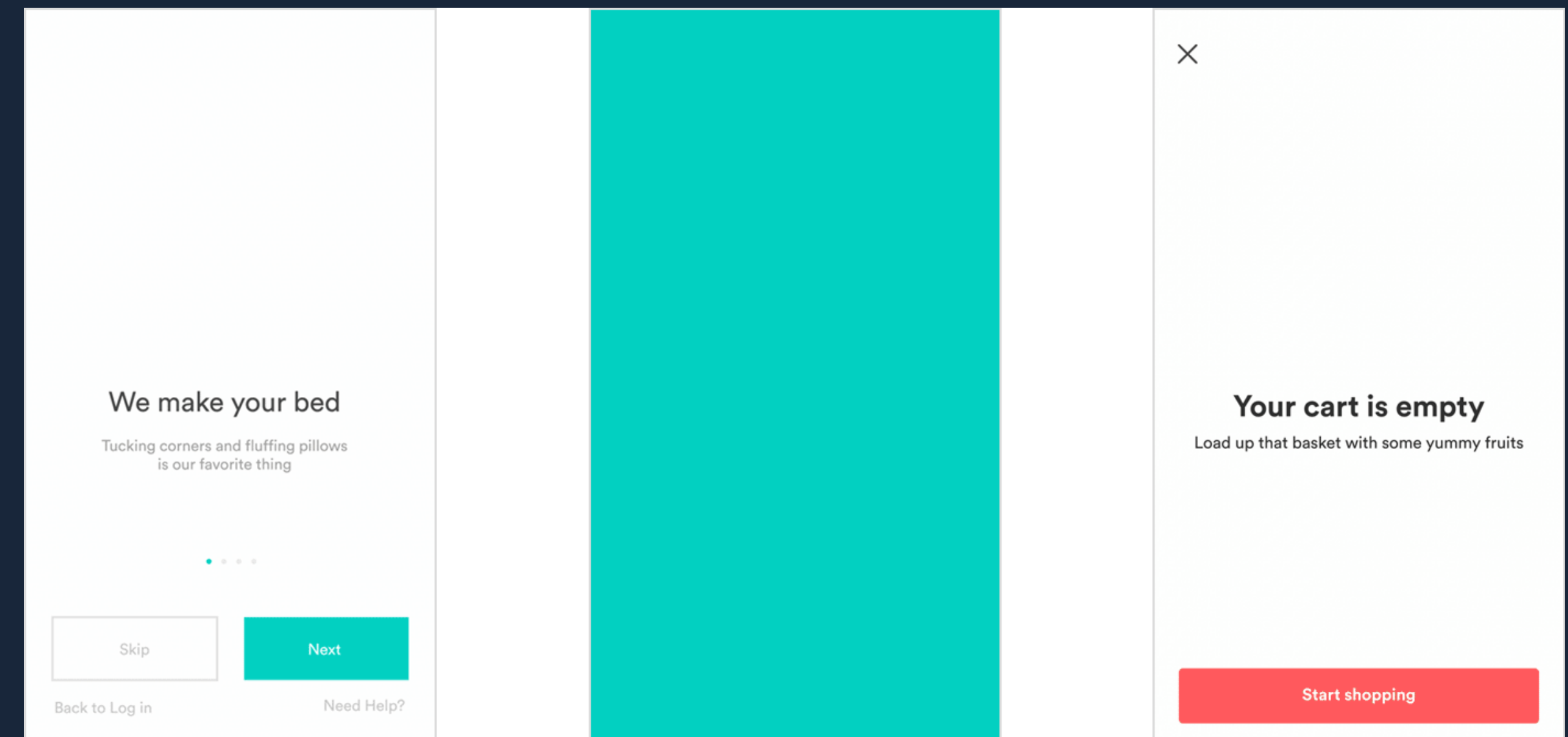
- Inspired by my daughters
- Based on a matching memory game
- Functional
- Extra influence from the community
- <https://weeklyxamarin.com>
- Let's take a look



Animations - Lottie



- Built and open sourced by Airbnb
- Renders After Effects animations
- Impressively small JSON files
- Native rendering
- Amazing resources (free and paid)
 - <https://lottiefiles.com>
- Time for some code!



Animations - Xamarin



- Amazingly powerful and yet simple API
- Pre built animations provided with Xamarin.Forms
- Allows to manipulating built in controls
- Supplying pre-built animations to Xamarin Community Toolkit
 - Hopeful for next major release (1.3.0)
 - <https://animate.style>
 - Perfect opportunity to contribute to OSS
- Time for some code!



Particle effect

- Makes use of Xamarin.Forms Effects
- Allows customisation of existing native controls
- Community blog post - Rendy Del Rosario
 - <https://www.xamboy.com/2019/01/30/particle-system-in-xamarin-forms/>
- Time for some code!



The hidden gems

- FFImageLoading.SVG
- Polly
- Refracted.MvvmHelpers
- Plugin.InAppBilling
- Plugin.StoreReview
- Rg.Plugins.Popup
- Mobile.BuildTools
- Sharpnado
- Xamarin.CommunityToolkit
- Xam.Plugin.SimpleAudioPlayer
- SQLite-net



What next?

- Expand the senses:
 - Haptic feedback
 - Audio feedback
- Fonts



Summary

- Thank you
- Can make app feel more natural
- Wide range of possibilities
- Accessibility caveat
- Slides: <https://github.com/XamarinExpertDay/XamExpertDay2021>
- Code: <https://github.com/bijington/pairs>
- <https://blog.bijington.com>
- Did we make time for Q&A?

