

Weeks 1 — 2 of *Making Mario Work Hard*

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1 Overview

This preliminary week has focused on the development of the basic engine.

2 Coding Style and Tools

The code is written in C++ 11 and uses the Google style conventions. I am still learning these myself but slowly coming to grips with it. The

Development is taking place on my laptop (HP SPECS) running Ubuntu 15.04. I am using the Atom Editor with.

Code must pass cpplint. In addition, code is dynamically analysed with LLVM/clang. This provides excellent error messages during development and Atom also has an autocomplete module for C++ using clang. This has been extremely useful.

3 Makefile

Makefiles are a pain at the best of times. I did some stuff.

The result is that there is an extensible, generic means by which

4 Graphics and Audio

I have opted to use SFML library instead of SDL. The reason is selfish at the moment as I simply want to try it. I have used SDL in the past and found it quite usable. I do want to broaden my horizons with regards graphics however. SFML is quite similar to SDL, although it seems quite focused on C++. I may switch the modules to SDL in the future if there are significant performance issues. For the time being, prototyping with SFML is alright.

5 Challenges

5.1 Learning C++

There are a lot of differences with Java (the only other OOP language I know). Having just completed a platformer in Java, implementation in C++ seems much more involved and nuanced. I have