

# Creative Coding

Array of Objects & Moving Objects

COD 208 - Week 03 Class →



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# Open Calls

Akbank Sanat "42. Günümüz Sanatçıları" Contest. Check the [open call](#)

If you are selected as emerging artist with your project, you will earn extra credits for your final grade.

Depending on your artwork you can propose it as final project also.

## Akbank 43. Günümüz Sanatçıları Ödüllü Yarışması başvuruları devam ediyor!

Son Tarih: 28 Mart 2025

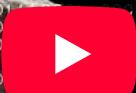
DETAYLAR →

# A History of Generative Art

P Ex-Machina: A History of Generative Art | London | July 2022



Paylaş



İzlemek için: YouTube

# Q & A about Classes?

Any one needs help?

**Class**



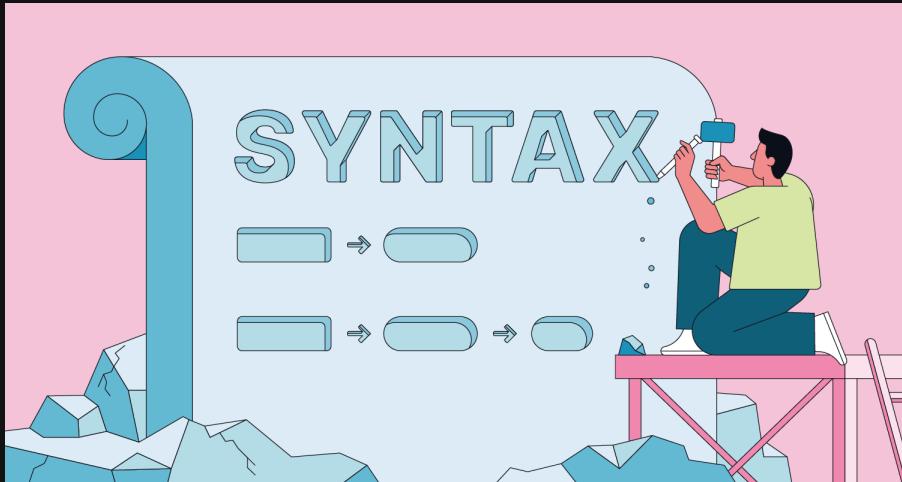
**Person**

**Objects**



# Syntax Matters

Some of you confused about the order.



```
1  class Name-of-the-class {
2      constructor() {
3          // Properties of the class
4          this.name = "MyClass";
5      }
6
7      // You can add your custom functions
8      someFunctionName() {
9
10     }
11 }
```

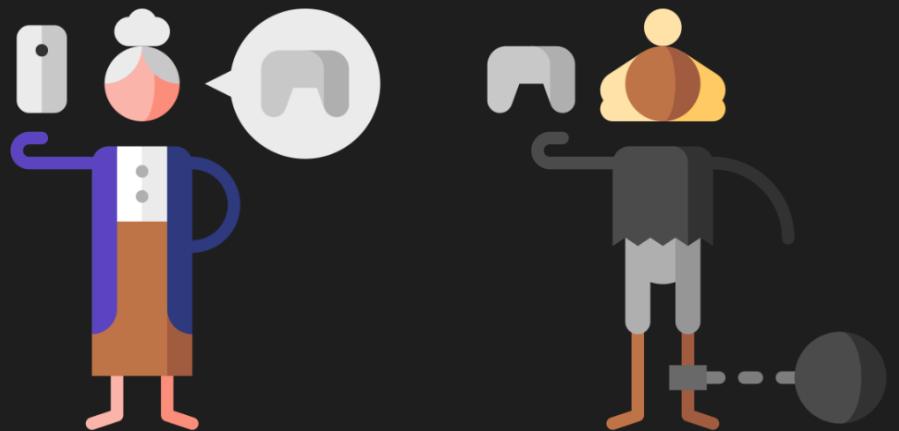
# Game Types

Three main types of digital games.

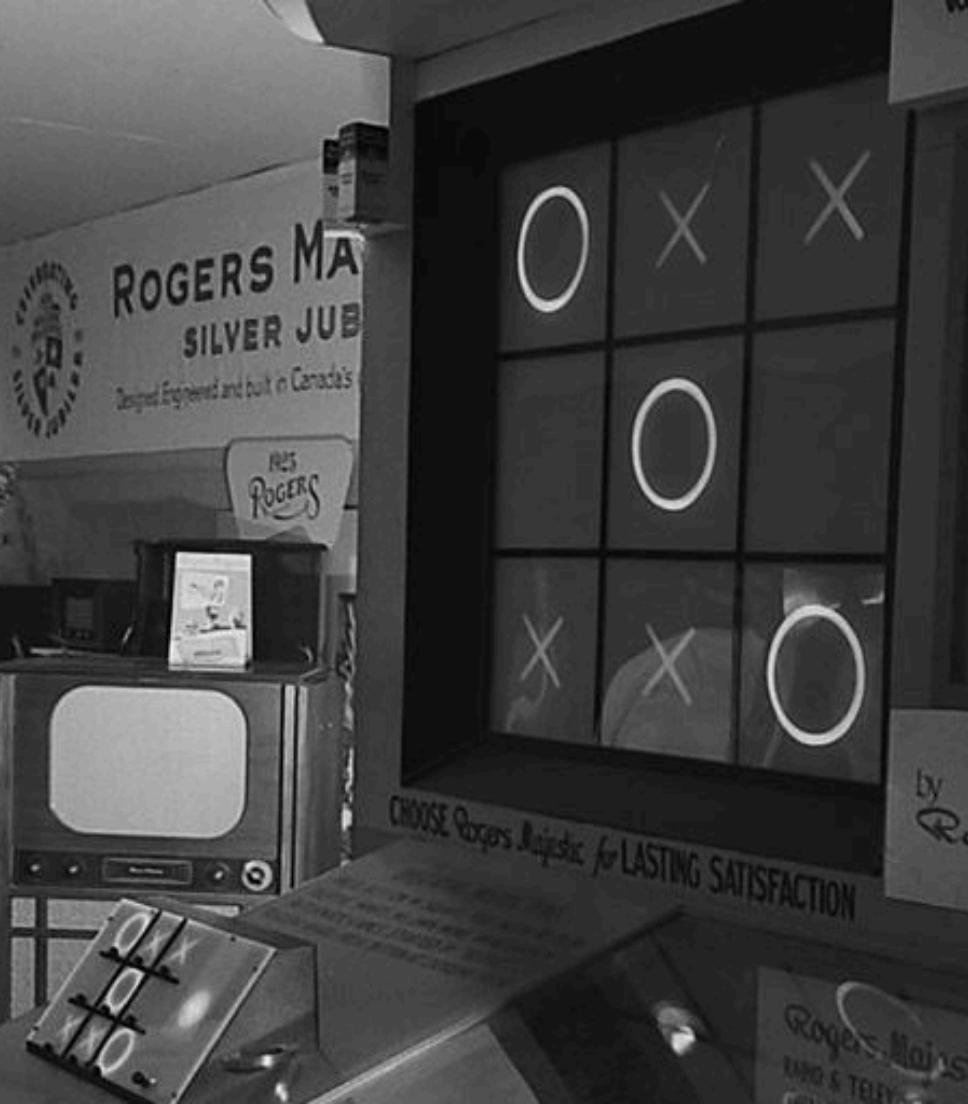
Casual Games: for anybody and everybody.  
Farmville, Cityville, pretty much any Zynga game.

Mid-Core Games: Typically more investment required to succeed. Usually a competitive atmosphere as well. Games like Guild War 2.

Hardcore Games: Toughest learning curves, but typically have the most invested users and highest average spenders. Kabam games come to mind, WoW.



# Brief History of Computer Games



## Bertie The Brain (1950)

- Ad-hoc Tic-Tac-Toe
- Artificial Smarts
- Developed by Dr. Josef Kates
- Canadian National Exhibition



## Spacewar! (1962)

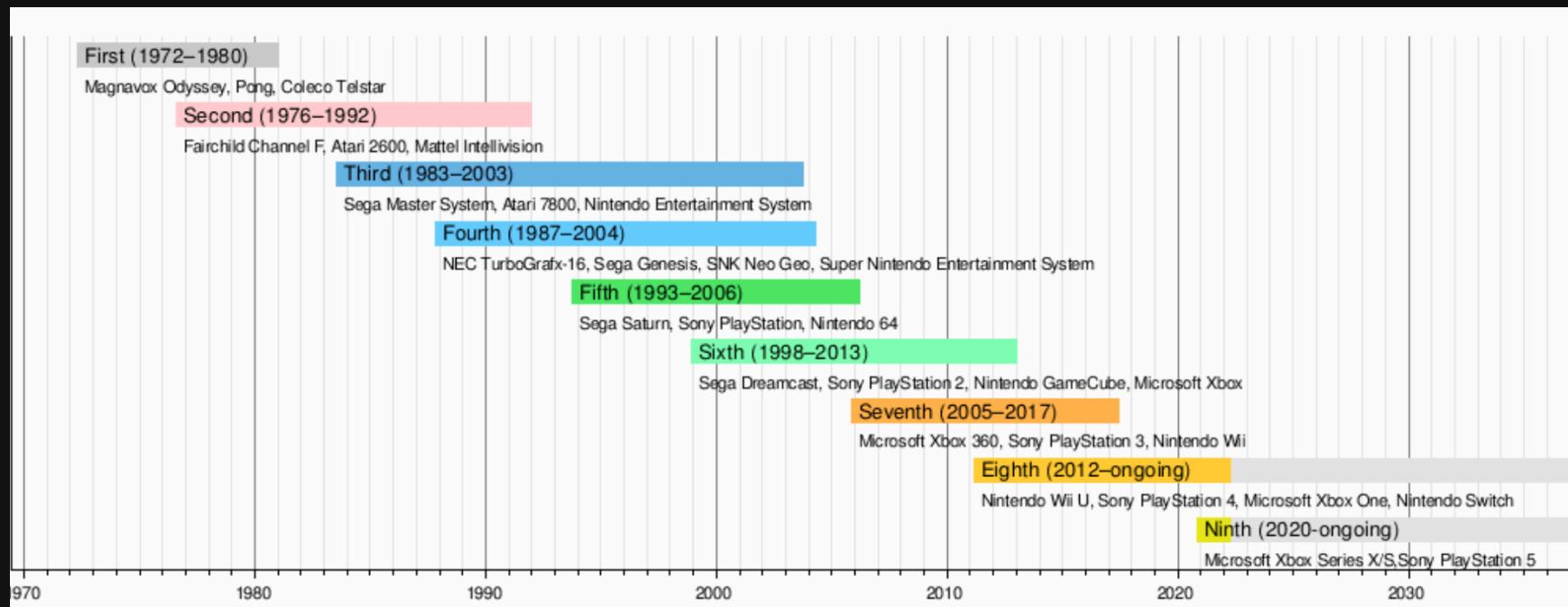
- Enables distribution
- Very first concept of mass-production
- Developed by Steve Russell in collaboration with Martin Graetz, Wayne Wiitanen, Bob Saunders, Steve Piner, and others.
- Massachusetts Institute of Technology (MIT)



# Video Game Console (1970s)

- Customized Home Computers.
- Magnavox
- Atari (Pong, Pac-Man)
- Sega
- Taito (Space Invaders)
- Microvision
- Game Boy
- Tetris

# Timeline of Gaming Industry



# Arcade Video Games (1970s-1990s)



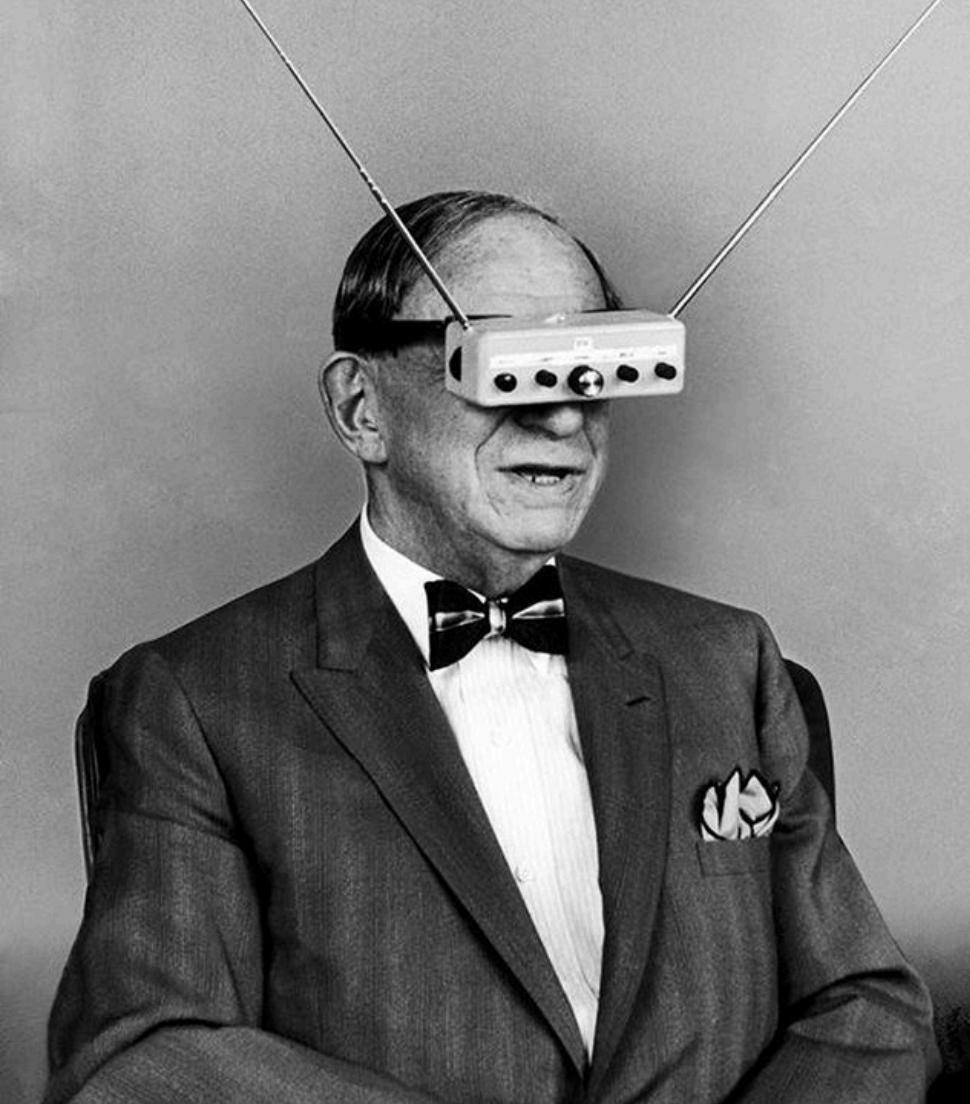
## PC Games (1990s)

- Game industry.
- Personal Computers.
- Mass Production.
- Gaming magazines become widespread.
- User friendly computer operating systems.
- Could not beat the Arcade industry.

# 90s in Turkey

# Mobile Phone Games (2000s)





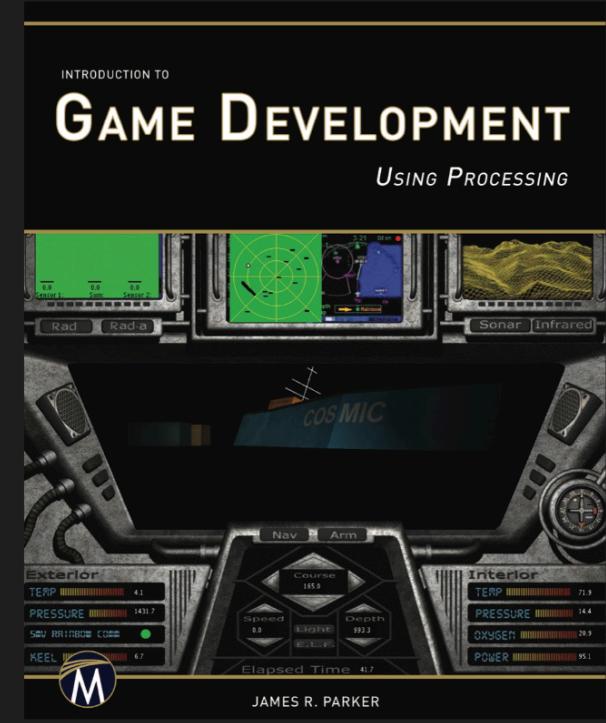
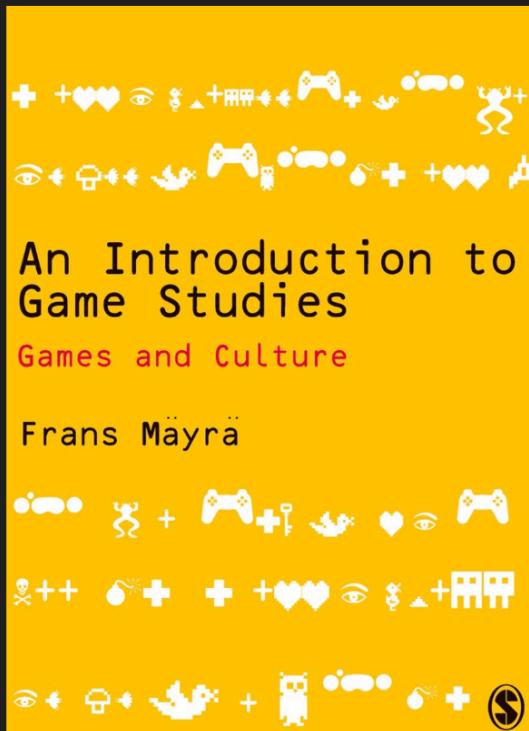
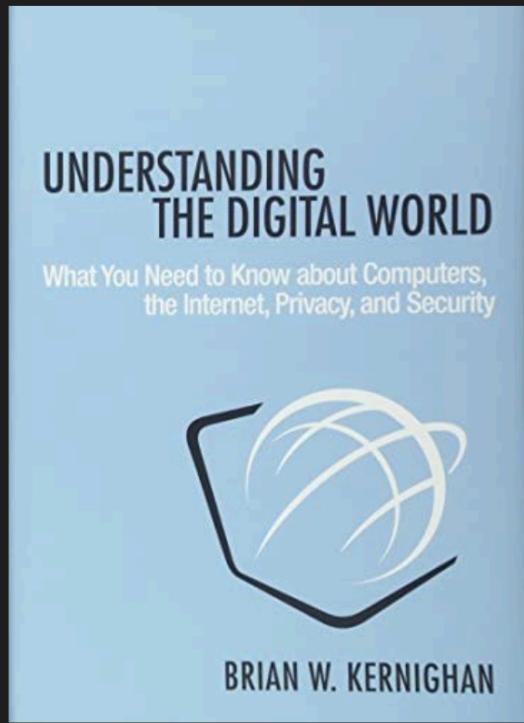
## VR Games (2010s)

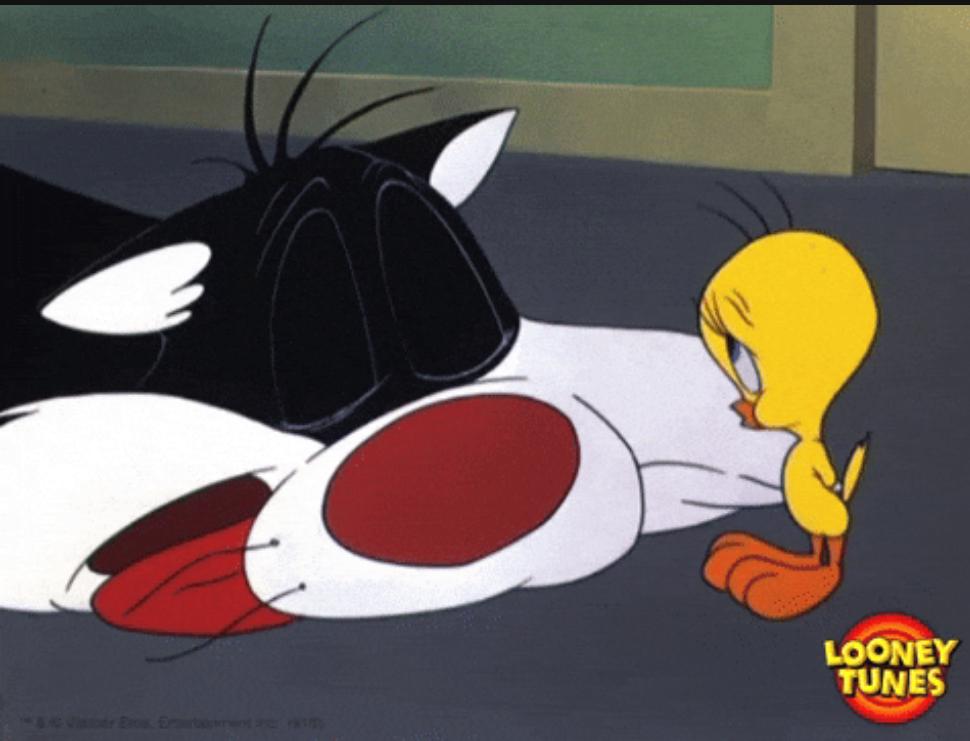
Early prototypes (1960s) are the precursors of Oculus Rift, Google Glass, Apple Vision Pro, etc...

# Cloud Gaming (2010s-...)



# Resources





BREAK

10 mins.

# Examples from Former Fellows



COD 208 - Kaan Ciçen - Escape From Orbit



Paylaş



İzlemek için: YouTube





COD 208 - Ezgi Çakıcı - Fish



Paylaş



İzlemek için: YouTube



# Assignments 03

I want you to first write a story for a mini game. The concept can be anything. It is up to you. And the object that you converted to class is your main character, hero or protagonist... Choose the game flow (top-left-right scrolling?).

1. Create a casual game interface. Keep the document size at least 800 x 800 pixel and resolution to 72 DPI.
2. Desing Intro Screen: A background, a game start button, and a background music. Include instructions about how to play the game. Exmaple
3. Export everthing as PNG in appropriate size. For music you can check the link. Or you can choose any royalty free music you prefer.
4. Create a new project. Upload the files to your openProcessing or p5JS project.
5. Write the codes that displays Intro Scene same as your design.
6.  Submit design file as jpg.
7. ! Submit the openprocessing or p5js link.
8. ! Submit the sketch source code as zip file as well.
9.  Check the videos Former Student Games