

Creative Coding

Array of Objects & Moving Objects

COD 208 - Week 03 Class →



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AKBANK 42. GÜNÜMÜZ SANATÇILARI ÖDÜLÜ YARIŞMASI



Başvuru Adresi

akbanksanat.com/akbank_gso

Başvuru Tarihi

12 Şubat – 02 Nisan 2024

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.

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



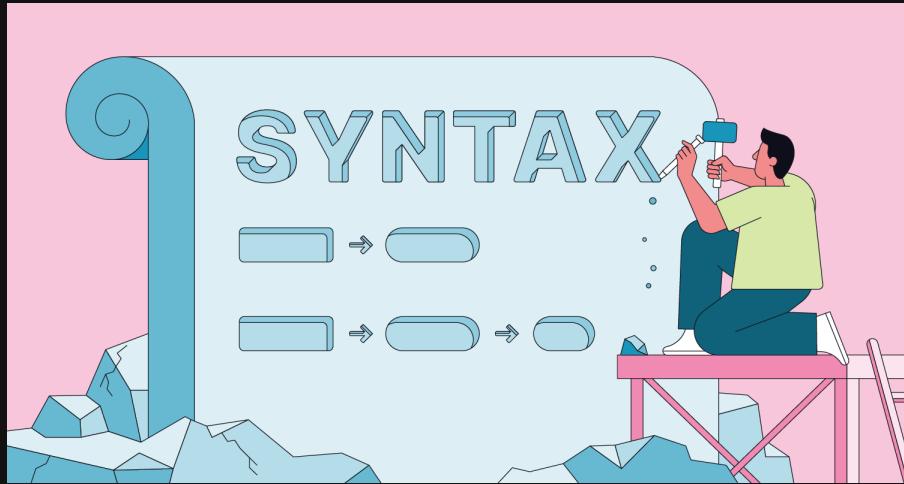
Person

Objects



Syntax Matters

Some of you confused about the order.

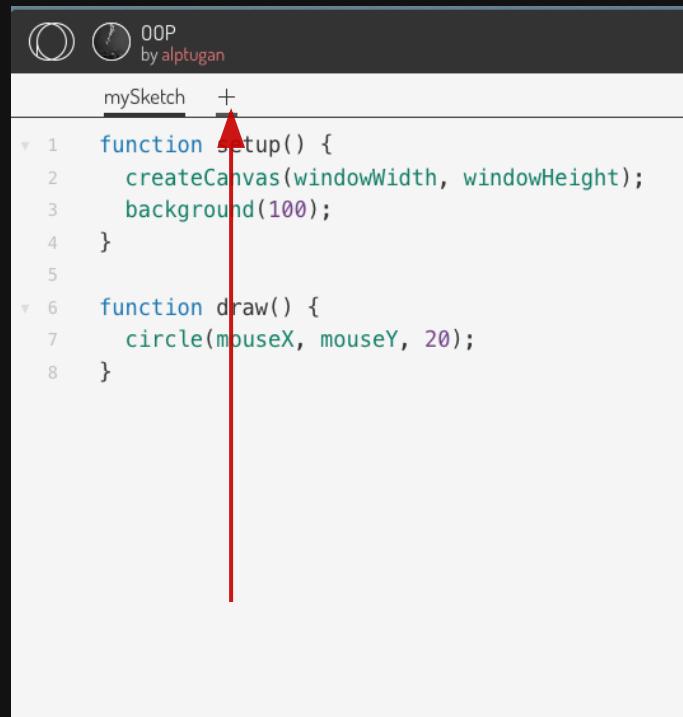


```
1  class Name-of-the-class {
2      constructor() {
3          // Properties of the class
4          this.name = "MyClass";
5      }
6
7      // You can add your custom functions
8      someFunctionName() {
9
10     }
11 }
```

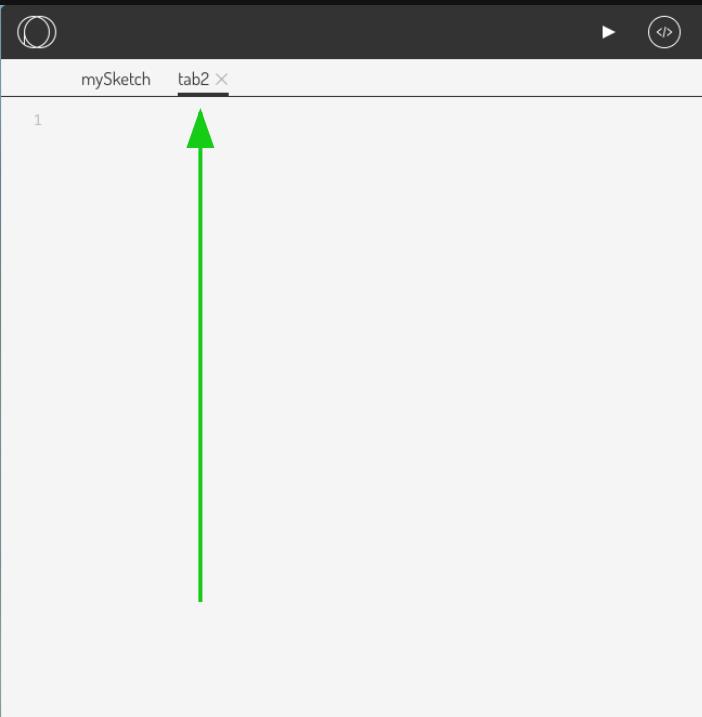
The Code Organization

Move your mouse next to "mySketch" tab. A plus (+) will appear. "mySketch" is your main document.

- ➊ DO NOT move its content into a class.



```
mySketch +  
1 function setup() {  
2   createCanvas(windowWidth, windowHeight);  
3   background(100);  
4 }  
5  
6 function draw() {  
7   circle(mouseX, mouseY, 20);  
8 }
```



```
mySketch tab2 ×  
1
```

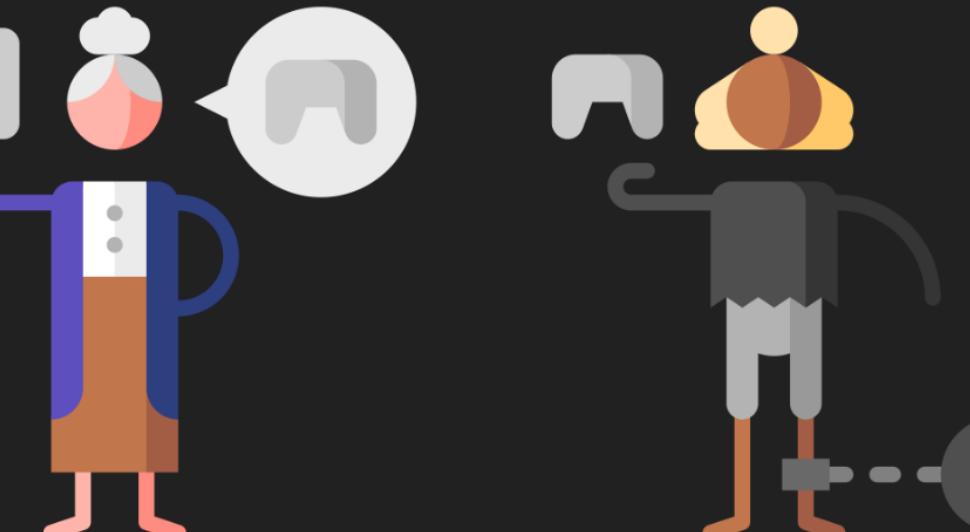
Game Types

Three main types of digital games.

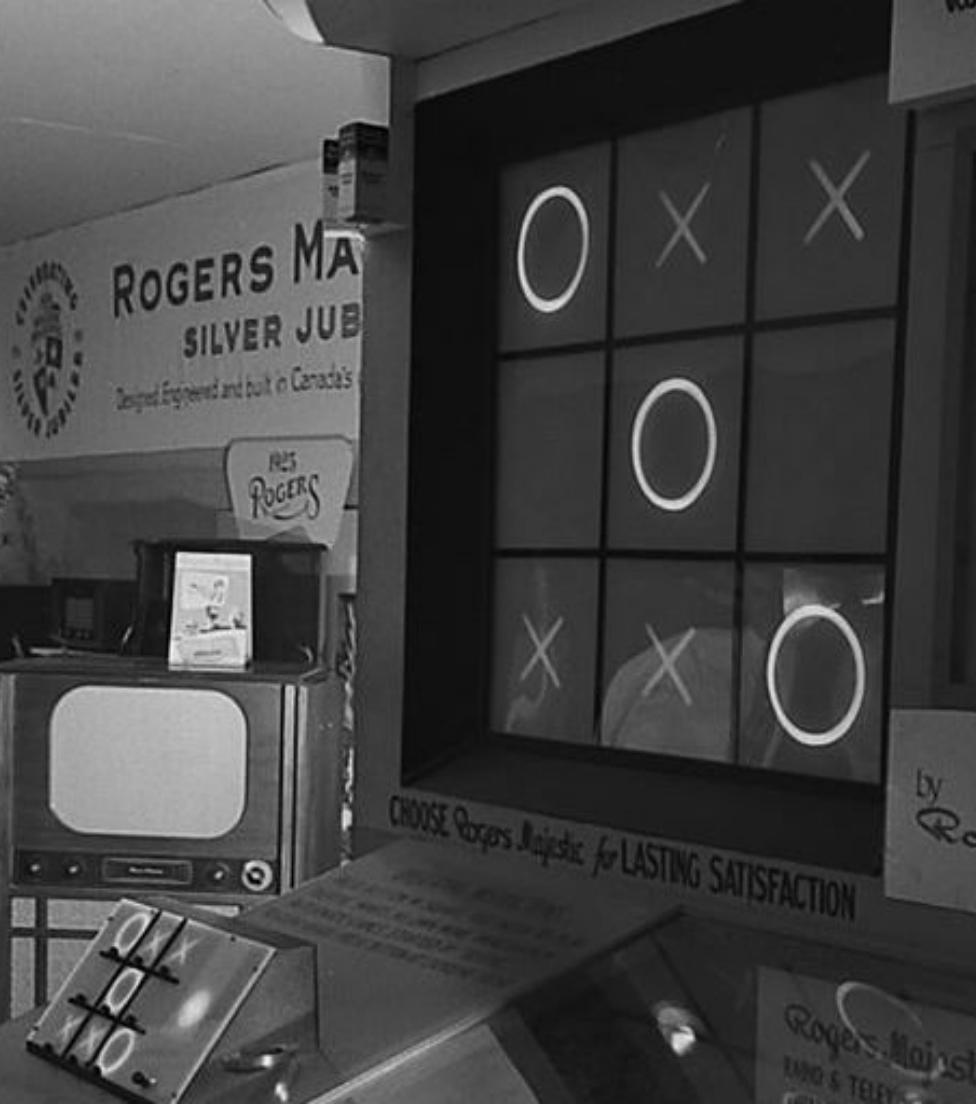
Casual Games: for anybody and everybody. Farmville, Cityville, pretty much any Zynga game.

Mid-Core Games: typically more investment required to succeed. Players can be punished by failing to play well. 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)

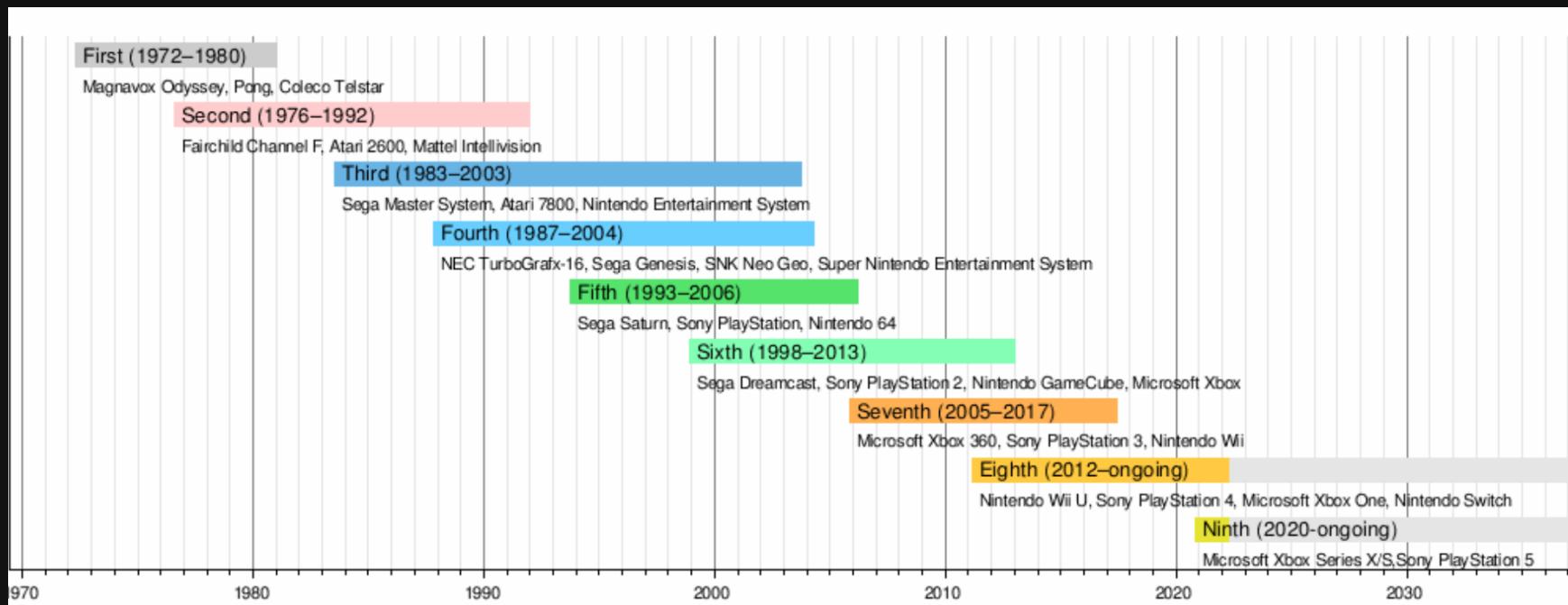
- Enables distribution
- Very first concept of mass-production
- Developed by Steve Russell in collaboration with Martin Graetz, Wayne Wiitanen, Bob Saunders, Steve Piner, and others.
- Massachusetts Institute of Technology (MIT)



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.

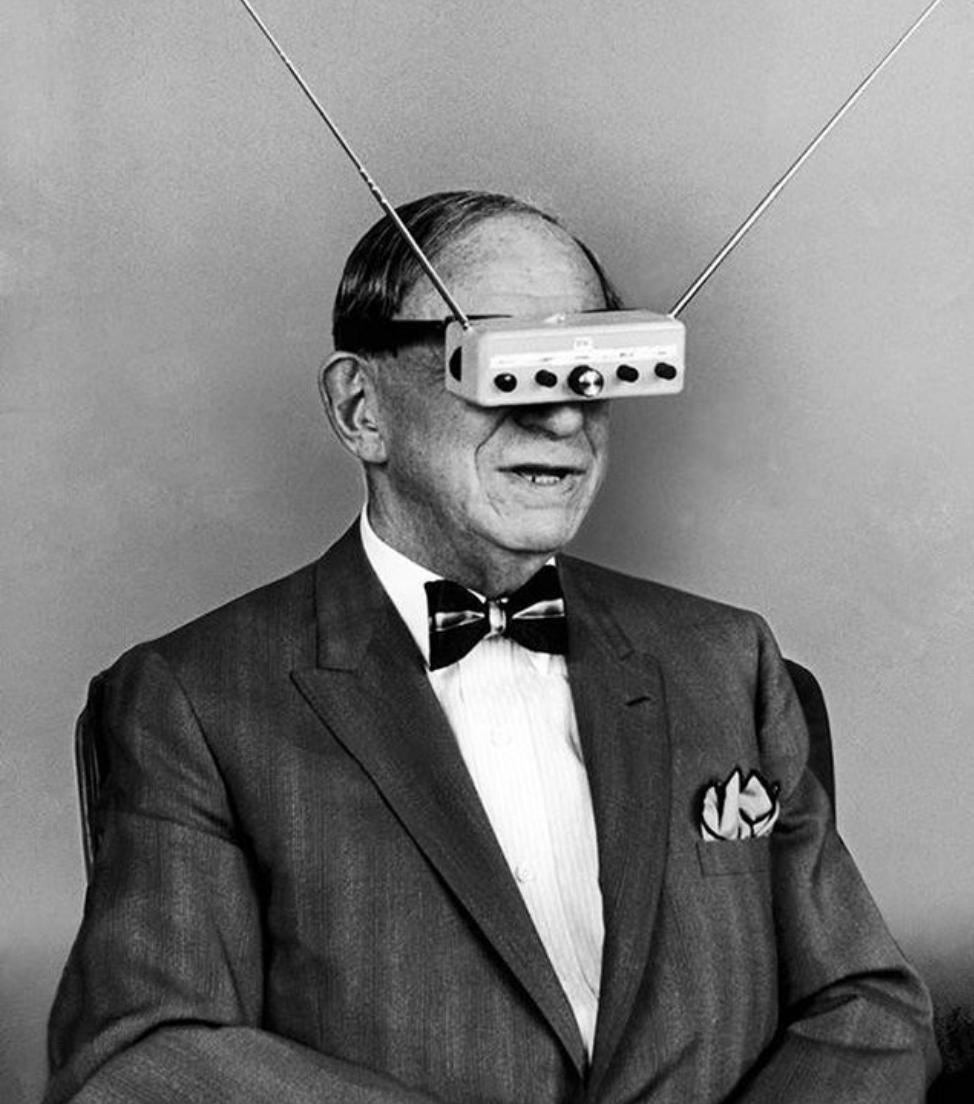


90s in Turkey



Mobile Phone Games (2000s)





VR Games (2010s)

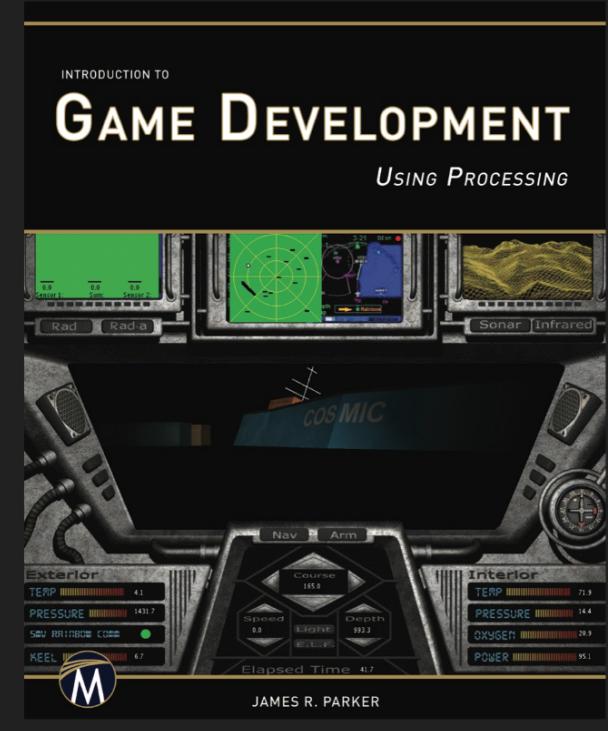
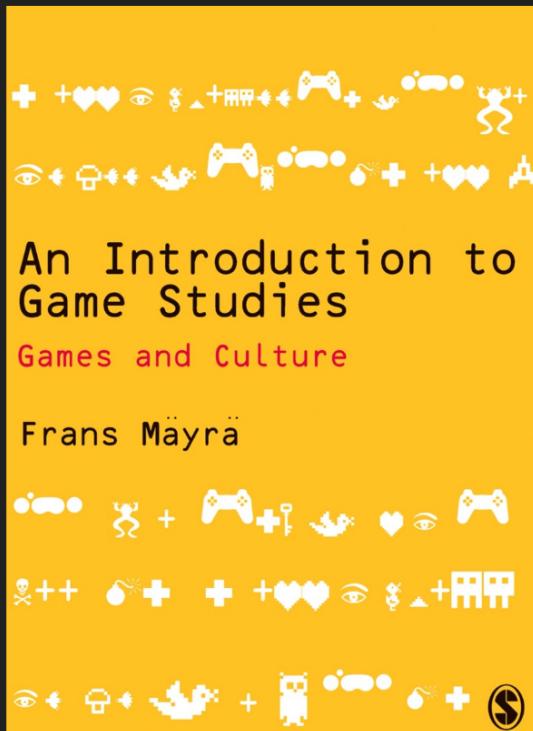
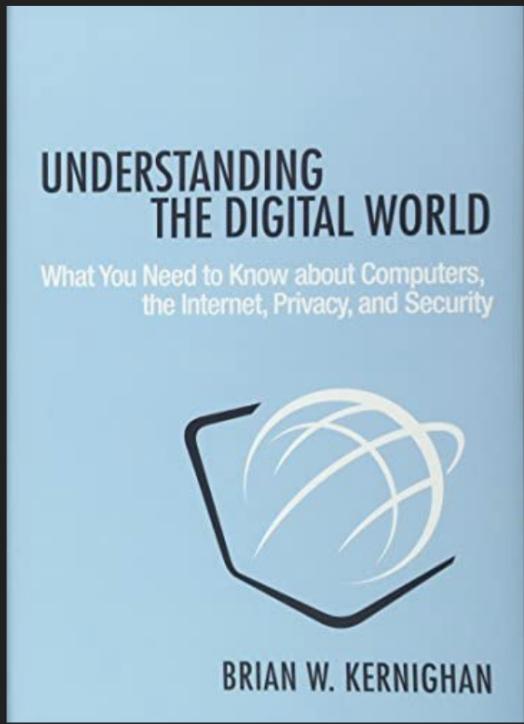
Early prototypes (1960s) are the precursors of Oculus Rift, Google Glass, Apple Vision Pro, etc...



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 3

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 mini game interface. Keep the document size at 800 x 800 pixel and resolution to 72 DPI.
2. Desing Intro Screen: A background, Clearly explain instructions to play the game.
3. Design Game Scene: A background, the hero, and enemies
4. Design End Scene: A background, the result of the game. SUCCESS or FAIL or CONGRATS!
5. Export everthing as PNG in appropriate size.
6.  Upload the sketch to your openProcessing account.
7.  Submit the openprocessing link.
8.  Submit the sketch source code as zip file as well.
9.  Check the videos Former Student Games