FH | JOANNEUM
University of Applied Sciences
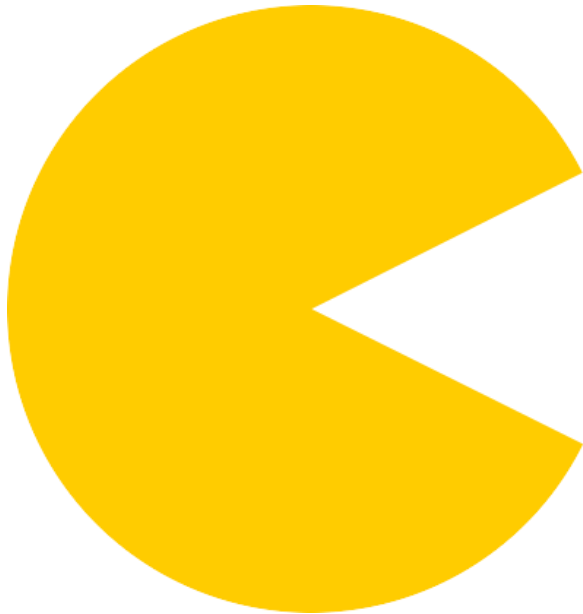
HATman
Game Development with Python

Anja Bergmann, Tabea Halmschlager, Johanna Kirchmaier

Leading Question

Is it possible to use a **High-Level Programming Language** (specific: Python) for the purpose of developing a multiplayer game?

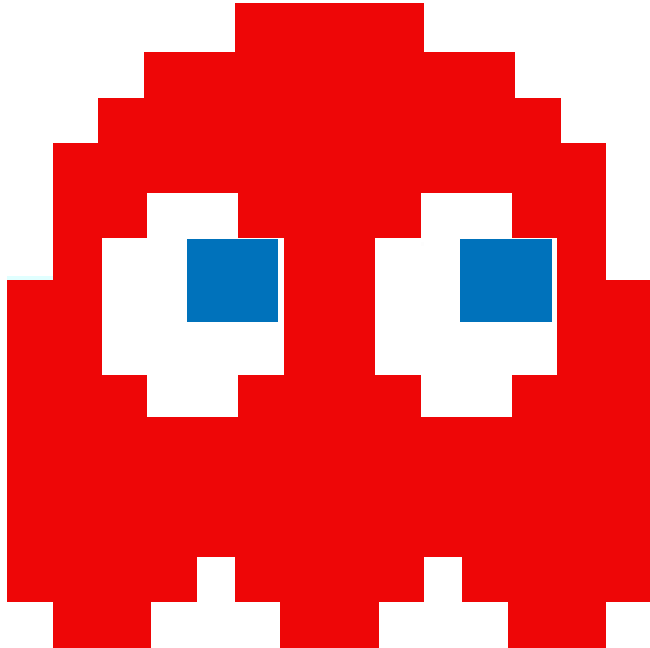→ Yes - if the journey is its own reward.

Task
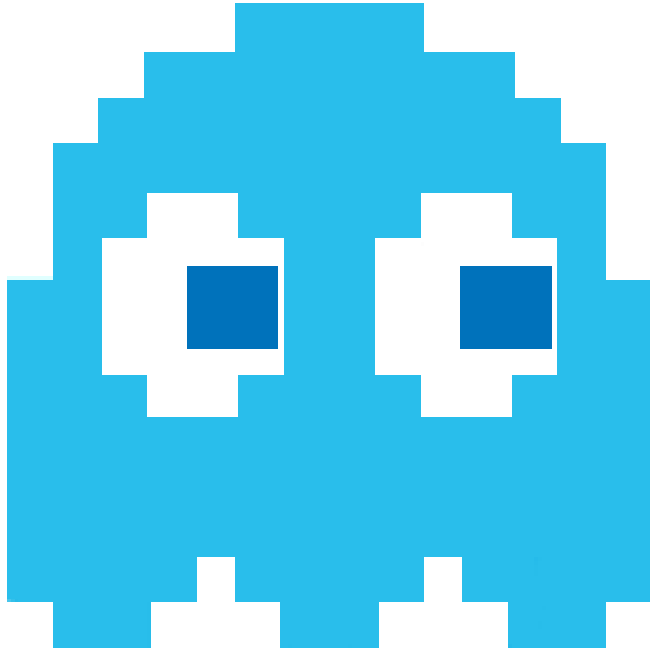
Implementing a game similar to PACMAN

- in Python

- using Cocos2D
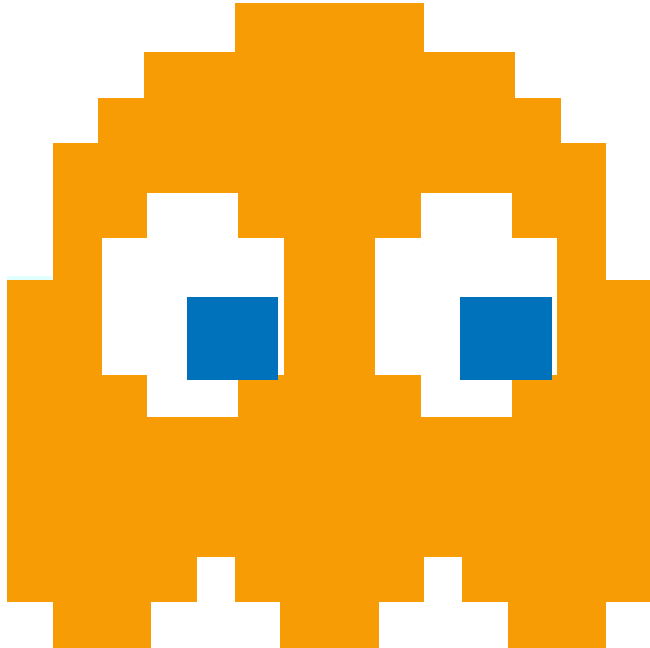
- communicating via Twisted

Implementation
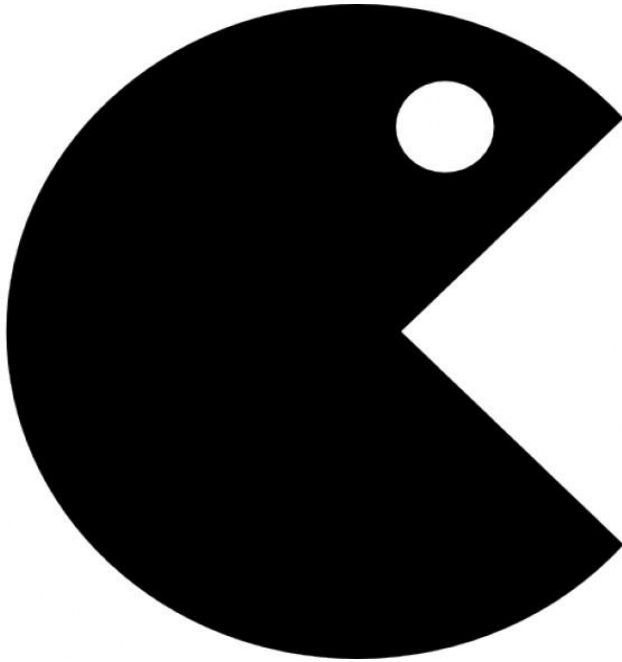
- Cocos2D GUI

- Twisted Client

- Twisted Server

FH | JOANNEUM
University of Applied Sciences

Implementation

- Cocos2D GUI

- Twisted Client

- Twisted Server

Implementation

- Cocos2D GUI
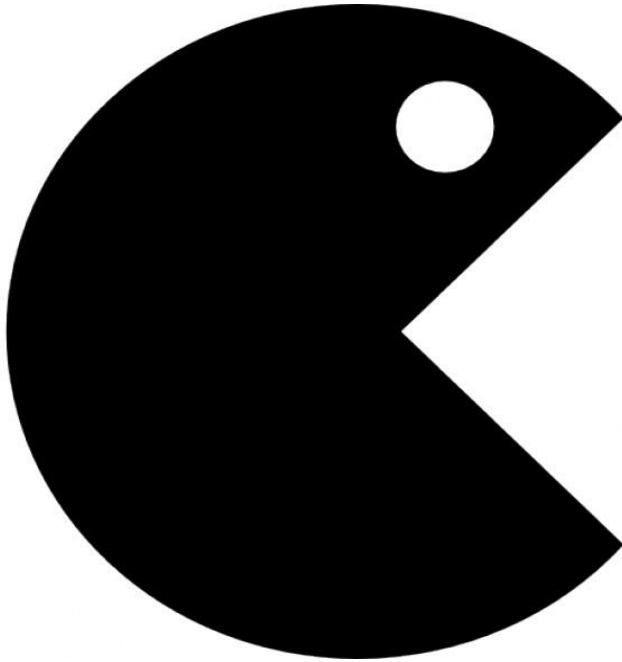
- Twisted Client

- **Twisted Server**

FH | JOANNEUM
University of Applied Sciences

Problems

- Windows Version

- Python Version

- Wasted lots of time on outdated or poorly (or not at all) documented frameworks

- Marauroa (Arianne)

FH | JOANNEUM
University of Applied Sciences

Problems

- Windows Version

- Python Version

- Wasted lots of time on outdated or poorly (or not at all) documented frameworks

- Marauroa (Arianne)

Problems

- Windows Version

- Python Version

- Wasted lots of time on outdated or poorly (or not at all) documented frameworks

- Marauroa (Arianne)

FH | JOANNEUM
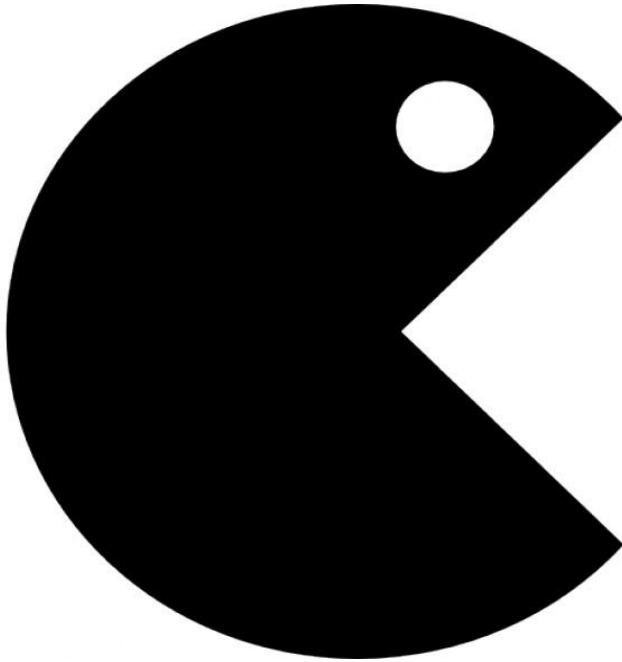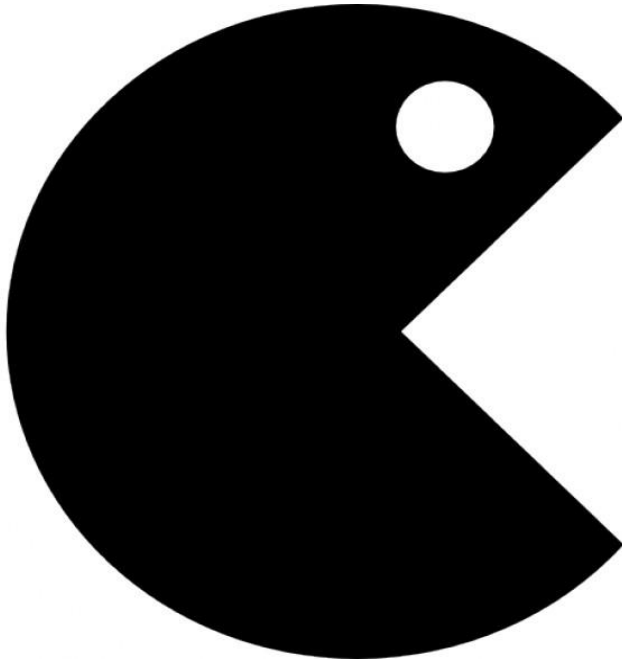University of Applied Sciences

Problems

- Windows Version

- Python Version

- Wasted lots of time on outdated or poorly (or not at all) documented frameworks

- Marauroa (Arianne)

Live Demo

What have we learnt? #1

- How not to do your Projectwork

- Python 2.x != Python 3.x

- If only there was some sort of thing that could help us find helpful stuff in the inter... ouuh

What have we learnt? *#2*

- How to Read TError Messages
  and Documentation

- Search for Tutorials

- Don't try to Solve Everything on Your Own.
  -- Ask for Help.

What have we learnt? *#3*

- Improved Programming skills in Python

- Modelling Network Communication via Twisted

-

FH | JOANNEUM
University of Applied Sciences

Thank You For Your Attention!