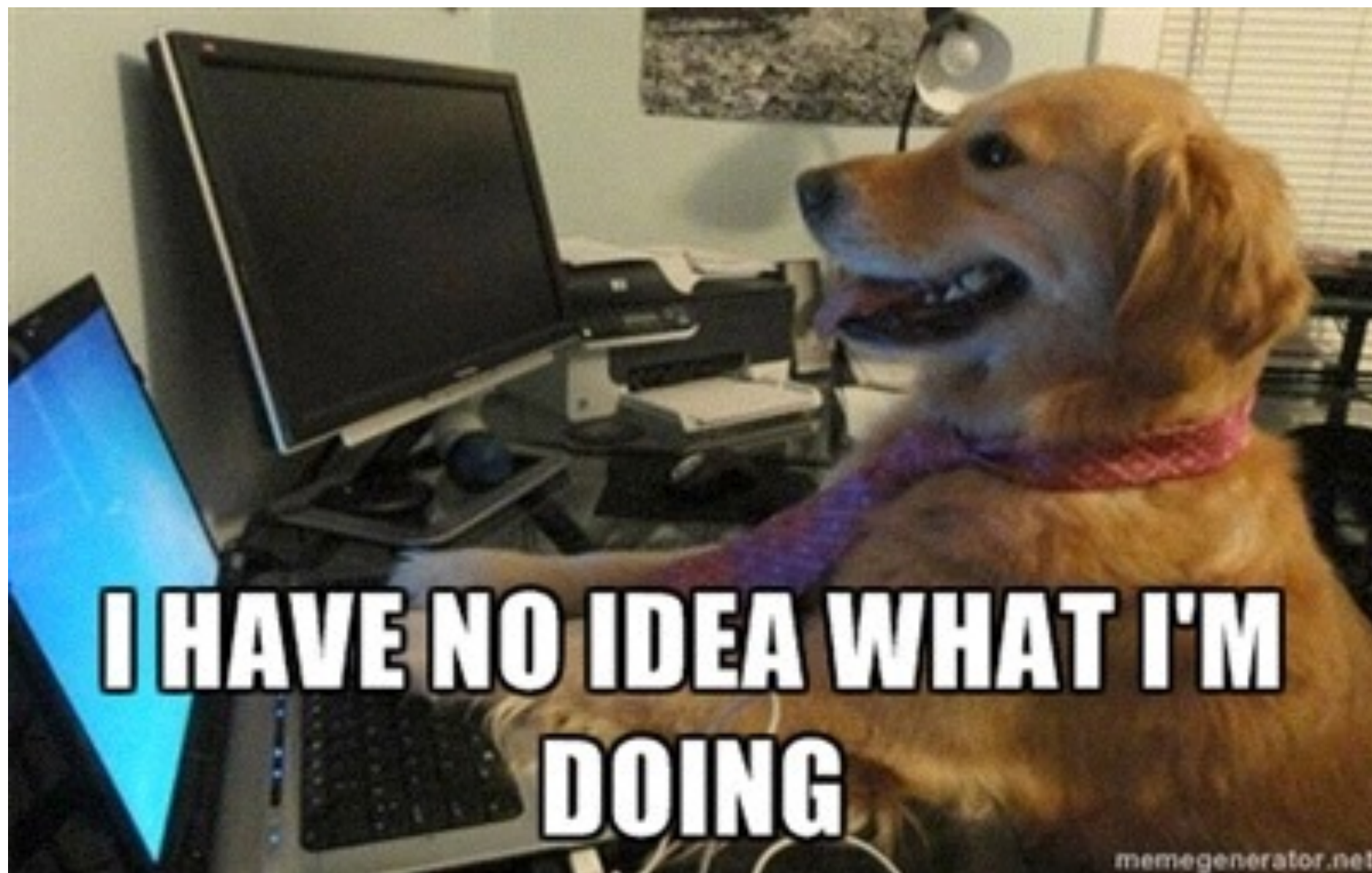




Chris Schneider @blurredweasel







I have no idea what
I'm doing.



Seriously no idea.



Libraries!

- Gosu  2d low level game lib.
- Chingu  Helpers on Gosu
- texplay  Draw images with code
- ashton  GL Shaders or something.
- chipmunk  physics
- ruby-opengl  3d stuffs.

Libraries!

Gosu



2d low level game lib.

Chingu



Helpers on Gosu

~~• texplay~~

~~Draw images with code~~

~~• ashton~~

~~GL Shaders or something.~~

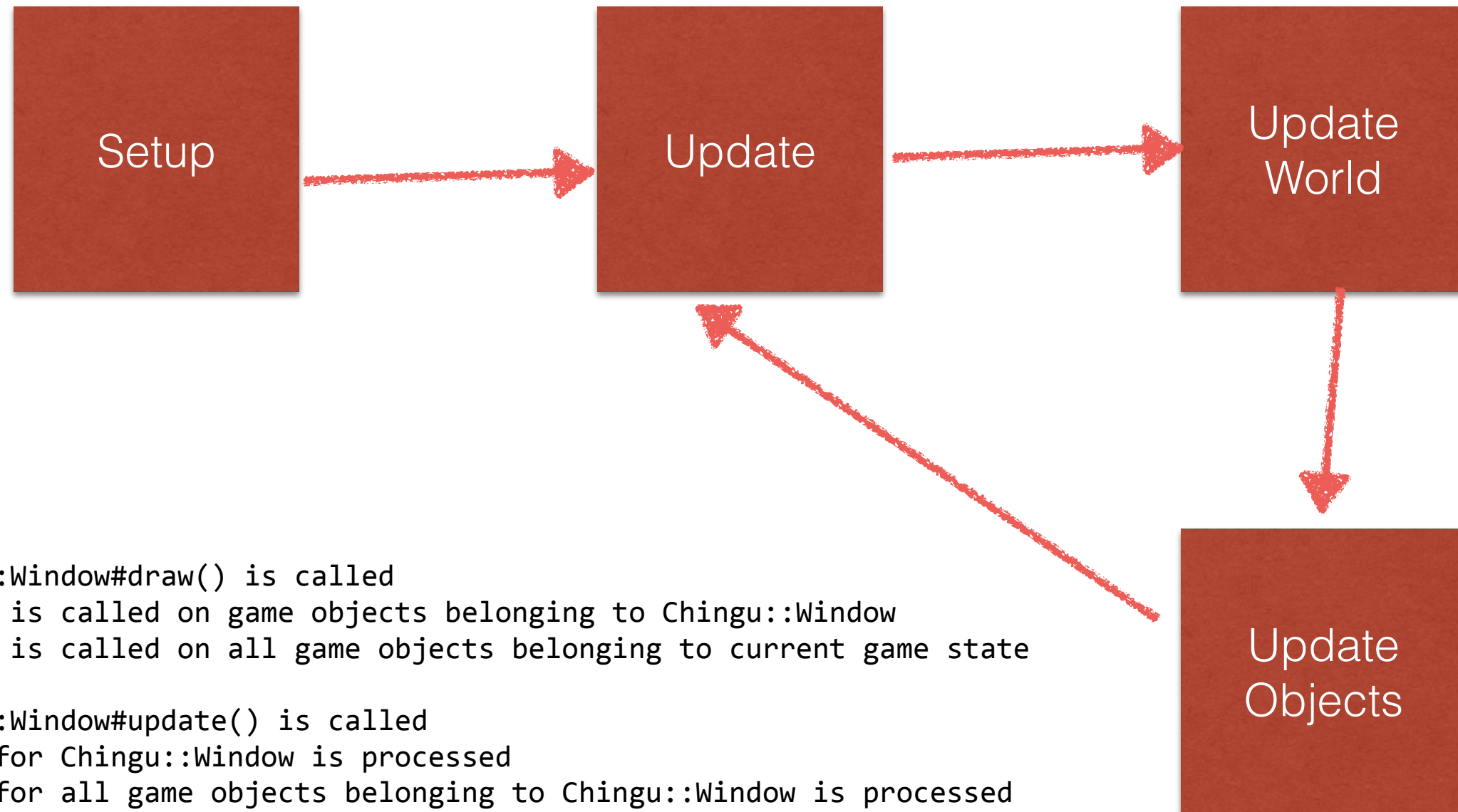
~~• chipmunk~~

~~physics~~

~~• ruby-opengl~~

~~3d stuffs.~~

Game Loops



- Chingu::Window#draw() is called
- draw() is called on game objects belonging to Chingu::Window
- draw() is called on all game objects belonging to current game state
- Chingu::Window#update() is called
- Input for Chingu::Window is processed
- Input for all game objects belonging to Chingu::Window is processed
- update() is called on all game objects belonging to Chingu::Window
- Input for current game state is processed
- Input for game objects belonging to current game state is processed
- update() is called on all game objects belonging to current game state

Sprites



www.opengameart.org