

Survive Guru

Bordiuh A.

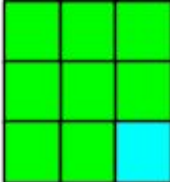
Game core

Alpha 0.1 • Summer 2015

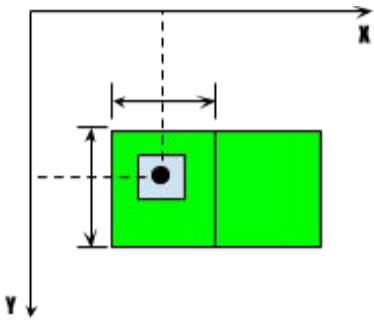
Heading:

Notes:

1	1	1
1	1	1
1	1	2

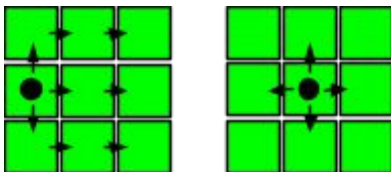


The general idea is using matrix of a digit and signals that go through it. Every digit matches one game block.



Every object in the game have two coordinates: depend of block and depend of game window.

Hero position could be: `blockPos(1,1)` and `windowPos(12,12)`. Depending between this coordinates built on value "scale". Scale is a size of the one block, % of a window size.



API of the game core have signals that go through game blocks and have different characters. Like vision is signal that scan nearest blocks in some direction.