

Naprogramuj si svoju hru

Javascript DOM

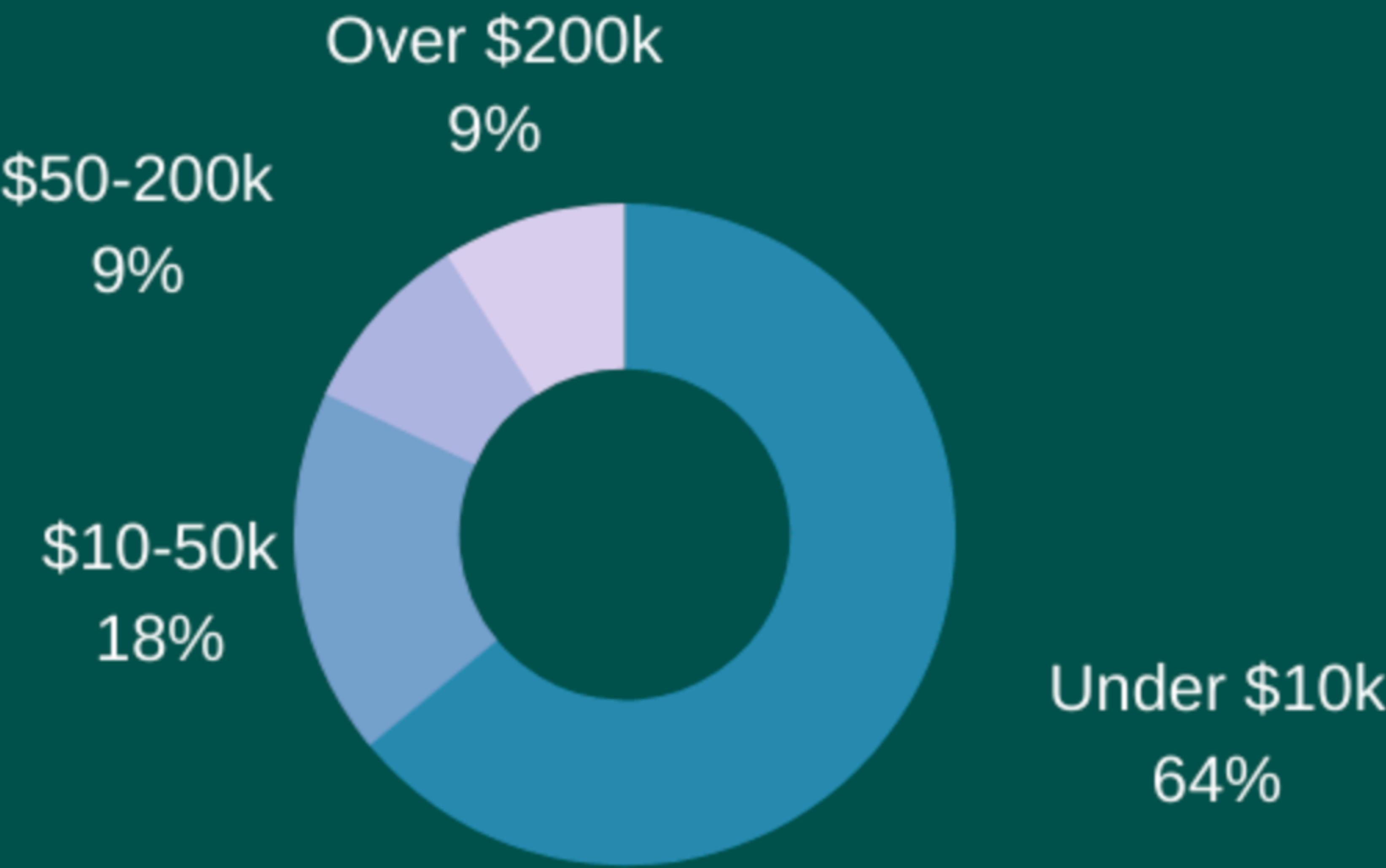
marec 2023, Ing. Gabriel Války, PhD.

Indie Game Revenues on Steam

VGI

.....

Indie game lifetime
earnings on Steam



Over 50% of indie games on Steam have
never made more than \$4,000.

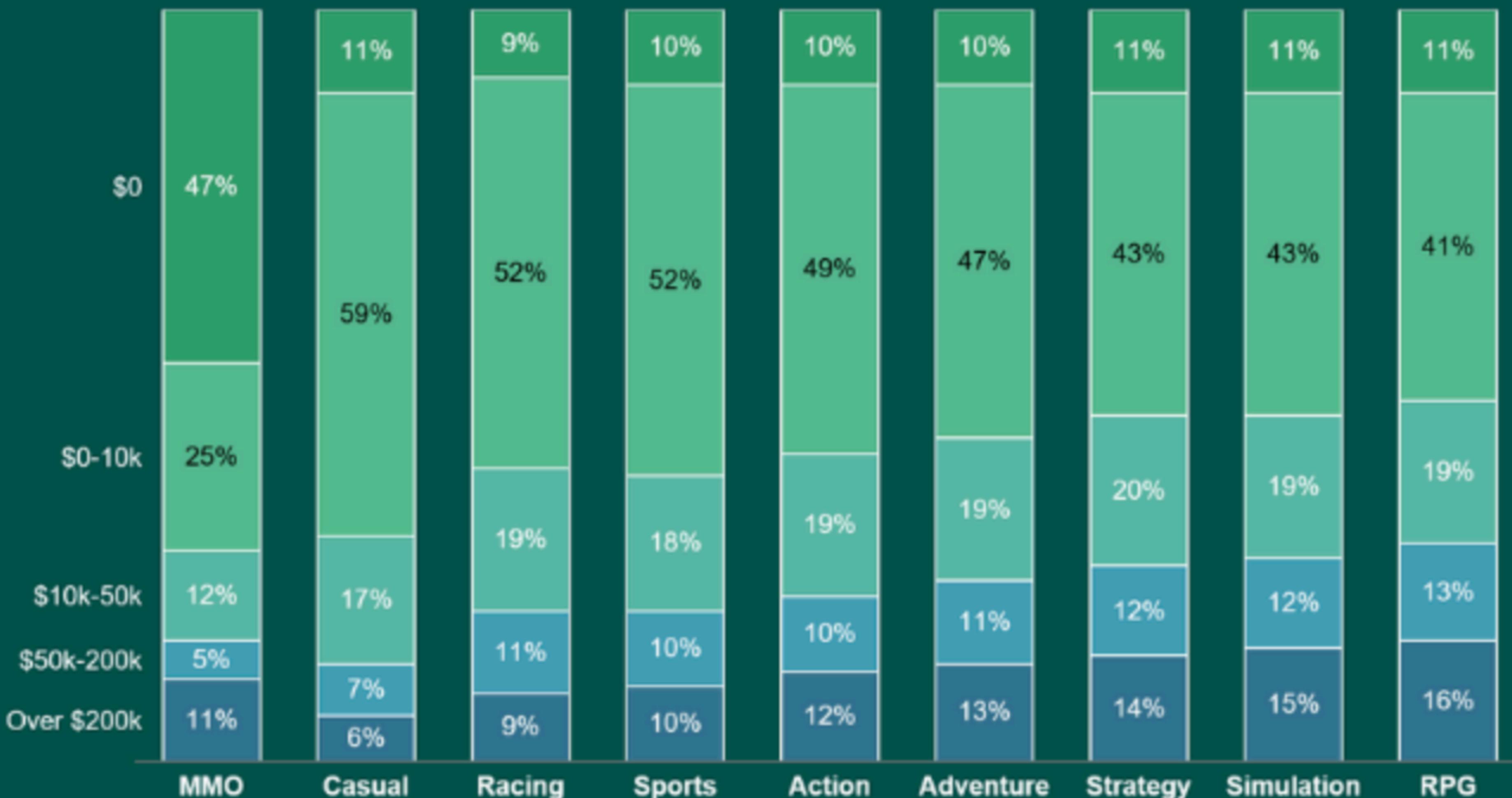


.....

However, the top 1%
make over \$7,000,000

.....

Strategy, simulation and RPG indie games tend to be the most successful genres

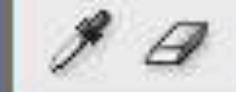
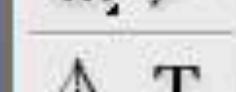
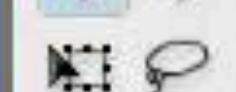
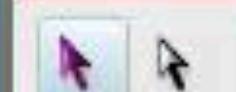


Fl Adobe Flash CS3 Professional - [adventure*]



File Edit View Insert Modify Text Commands Control Debug Window Help

Fl



adventure*



5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115

elements



5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115

bg2



Unity - Level.unity - 2DDemo - PC, Mac & Linux Standalone

File Edit Assets GameObject Component Window Help

Center Global

Hierarchy Scene Game Textured RGB 2D Effects Gizmos All

Layers Layout

hero

Tag Player Layer Player

Prefab Select Revert Apply

Transform

Position X **-17.32742** Y **3.056891** Z **-1**
Rotation X **0** Y **0** Z **0**
Scale X **1.2** Y **1.2** Z **1.2**

Player Control (Script)

Script PlayerControl
Move Force 365
Max Speed 8
Jump Clips 1000
Jump Force Taunts
Taunt Probability 50
Taunt Delay 1

Rigidbody 2D

Mass 1
Linear Drag 0
Angular Drag 0.05
Gravity Scale 1
Fixed Angle
Is Kinematic

Animator

Base Layer Base Layer
shooting Layers Parameters
Speed 0.0 Jump
Jump Shoot Run

Console Project

Create Favorites

Assets Materials

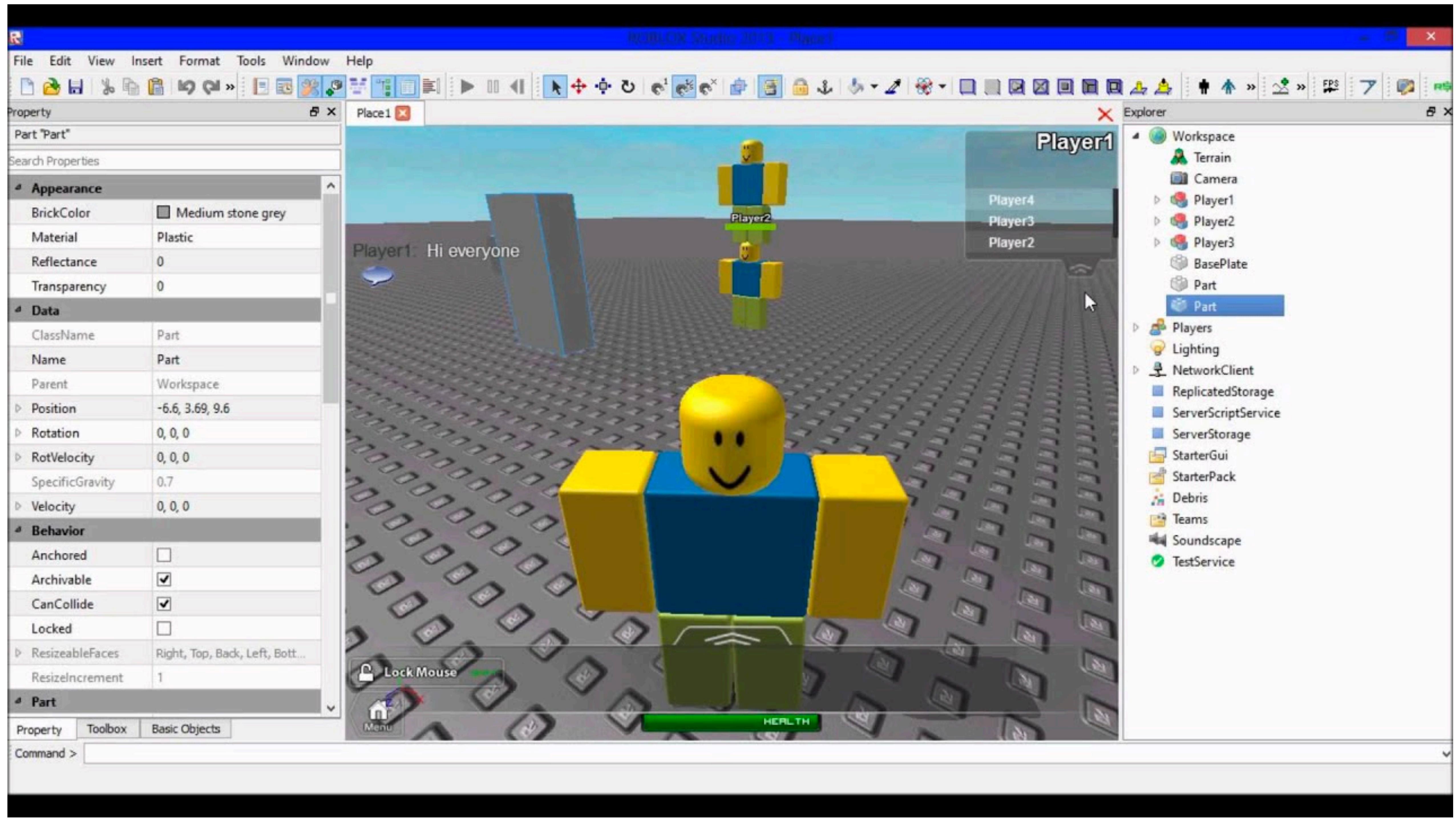
- DefaultPixelSnap
- Explosion
- ExplosionParticle
- HalfAlpha
- Health
- part_aura
- part_ray
- part_splash
- part_star
- Smoke

Animation Controllers

Audio Fonts

Materials Physics Materials

Prefabs Scenes Scripts Sprites



Xcode File Edit View Find Navigate Editor Product Debug Source Control Window Help 100% Tue 1:08 AM

SimpleGame > iPhone 5s Running SimpleGame on iPhone 5s 3

SimpleGame > SimpleGame > MLHero.swift M init()

SimpleGame 2 targets, iOS SDK 8.1

SimpleGame

- AppDelegate.swift M
- GameScene.swift M
- GameViewController.swift M
- MLMovingGround.swift A
- MLHero.swift A

Cloud Generation

- MLCloudGenerator.swift A
- MLCloud.swift A

Wall Generation

- MLWallGenerator.swift A
- MLWall.swift A

Main.storyboard

Constants.swift A

Images.xcassets

LaunchScreen.xib

Sounds

- bomb.mp3 A
- drop.mp3 A
- gameover.mp3 A
- levelup.mp3 A
- theme.mp3 A

Supporting Files M

SimpleGameTests

Products

41 pupil.position = CGPointMake(2, 0)
42
43 body.addChild(face)
44 face.addChild(leftEye)
45 face.addChild(rightEye)
46
47 leftEye.addChild(pupil)
48 rightEye.addChild(pupil.copy() as SKSpriteNode)
49
50 let eyebrow = SKSpriteNode(color: UIColor.blackColor(), size: CGSizeMake(width: 11, height: 1))
51 eyebrow.position = CGPointMake(x: -1, y: leftEye.size.height/2)
52 leftEye.addChild(eyebrow)| rightEye.addChild(eyebrow) as SKSpriteNode)

points 0

highscore 0

tap to start

82 required init(coder aDecoder: NSCoder) {
83 fatalError("init(coder:) has not been implemented")
84 }
85
86 func flip() {
87 isUpsideDown = !isUpsideDown
88 var scale: CGFloat!
89 if isUpsideDown {
90 scale = 1.0
91 } else {
92 scale = -1.0

hero anchor: (0.5,0.5)

Auto All Output

kotlin-game build.gradle

kotlin-game VCS VCS

Project

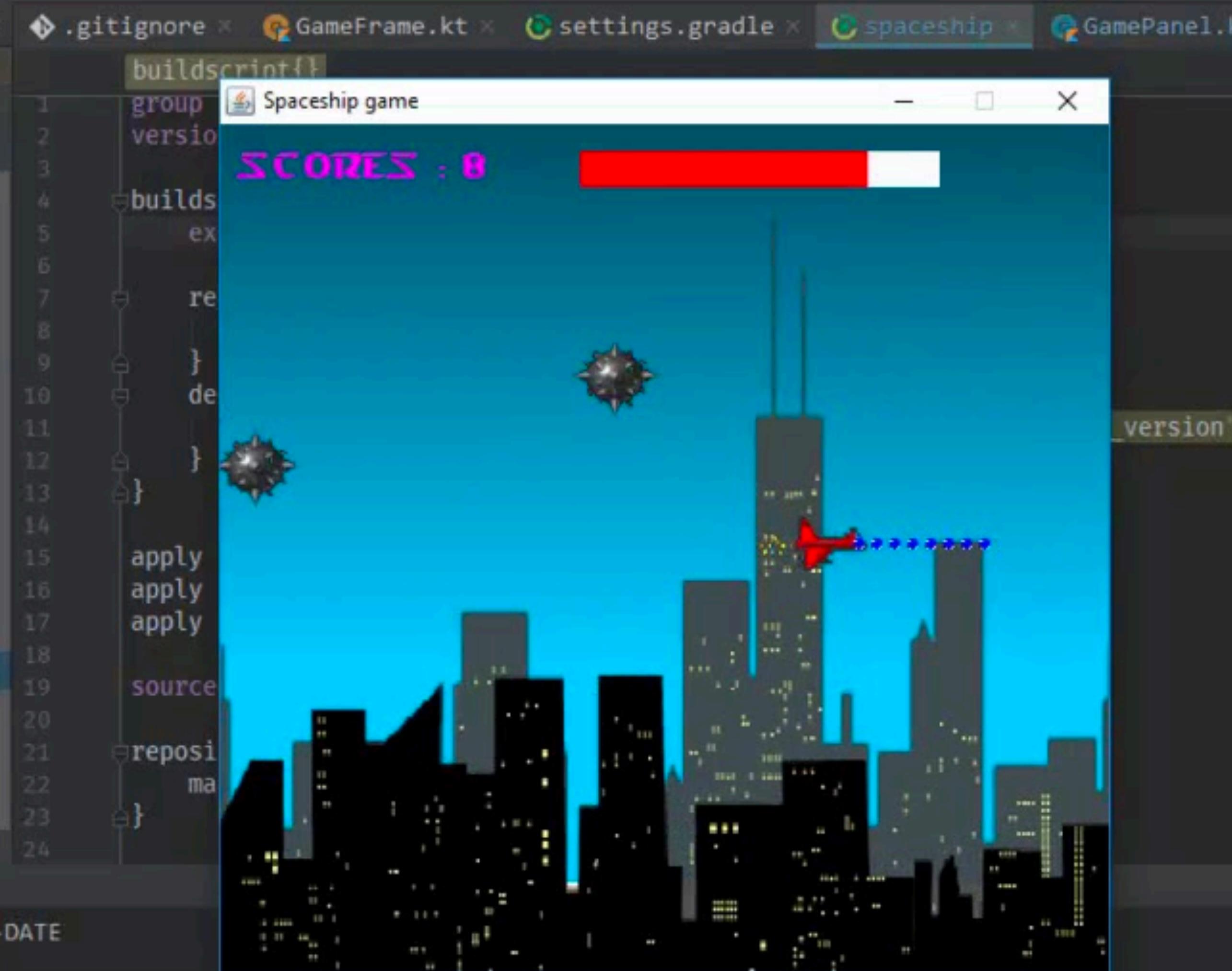
classes
gradle
src
main
 kotlin
 Airplane
 Enemy
 Explosion
 GameFrame
 GameObject
 GamePanel
 Loading
 SoundControl
 Weapon
 resources
.gitignore
build.gradle
gradlew
gradlew.bat
README.md
settings.gradle
External Libraries
Run kotlin-game

:processTestResources UP-TO-DATE
:testClasses UP-TO-DATE
:test UP-TO-DATE
:check UP-TO-DATE
:build
:run

4: Run 6: TODO 9: Version Control Buck Terminal

All files are up-to-date (moments ago)

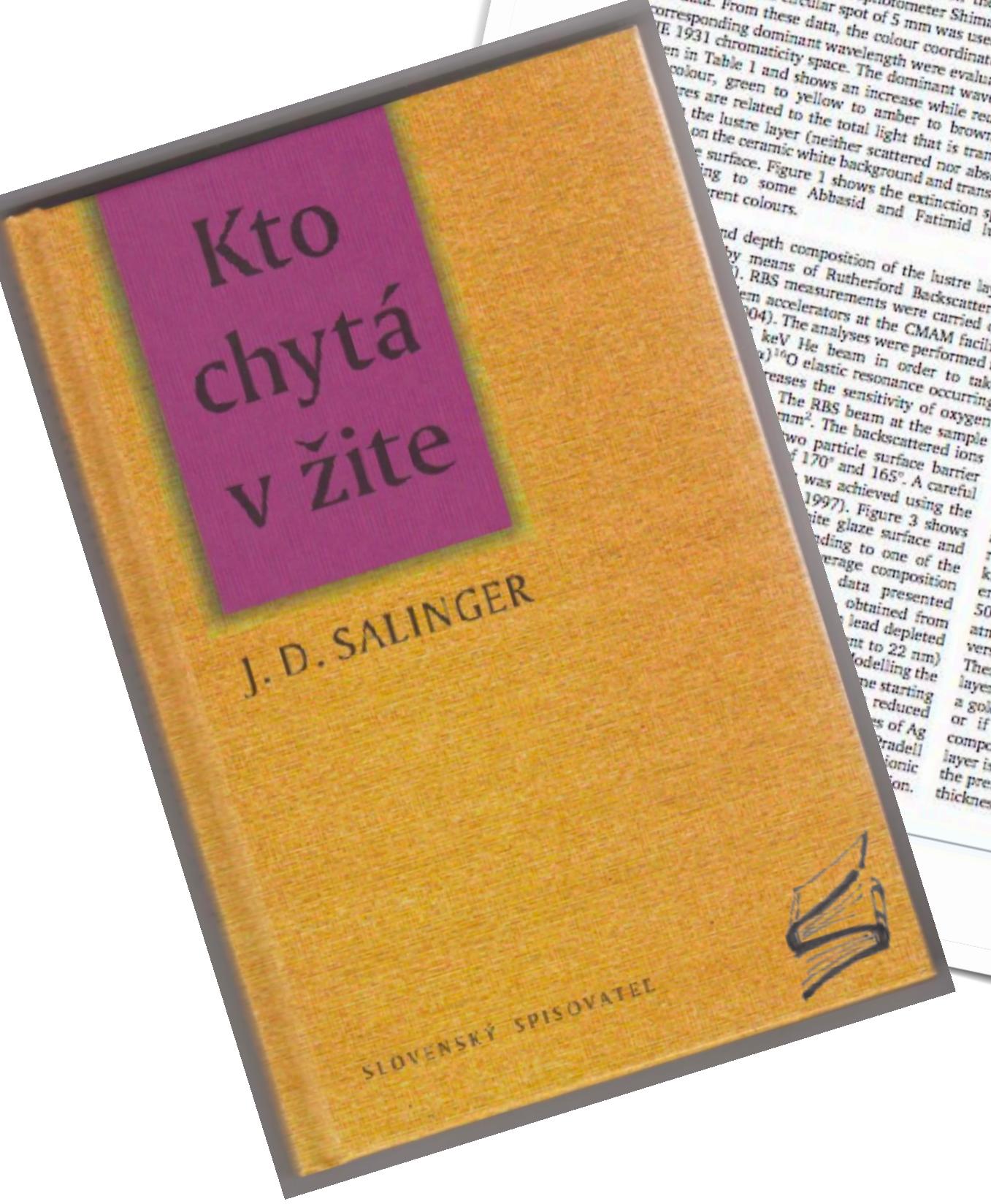
5:25 CRLF: UTF-8 Git: master

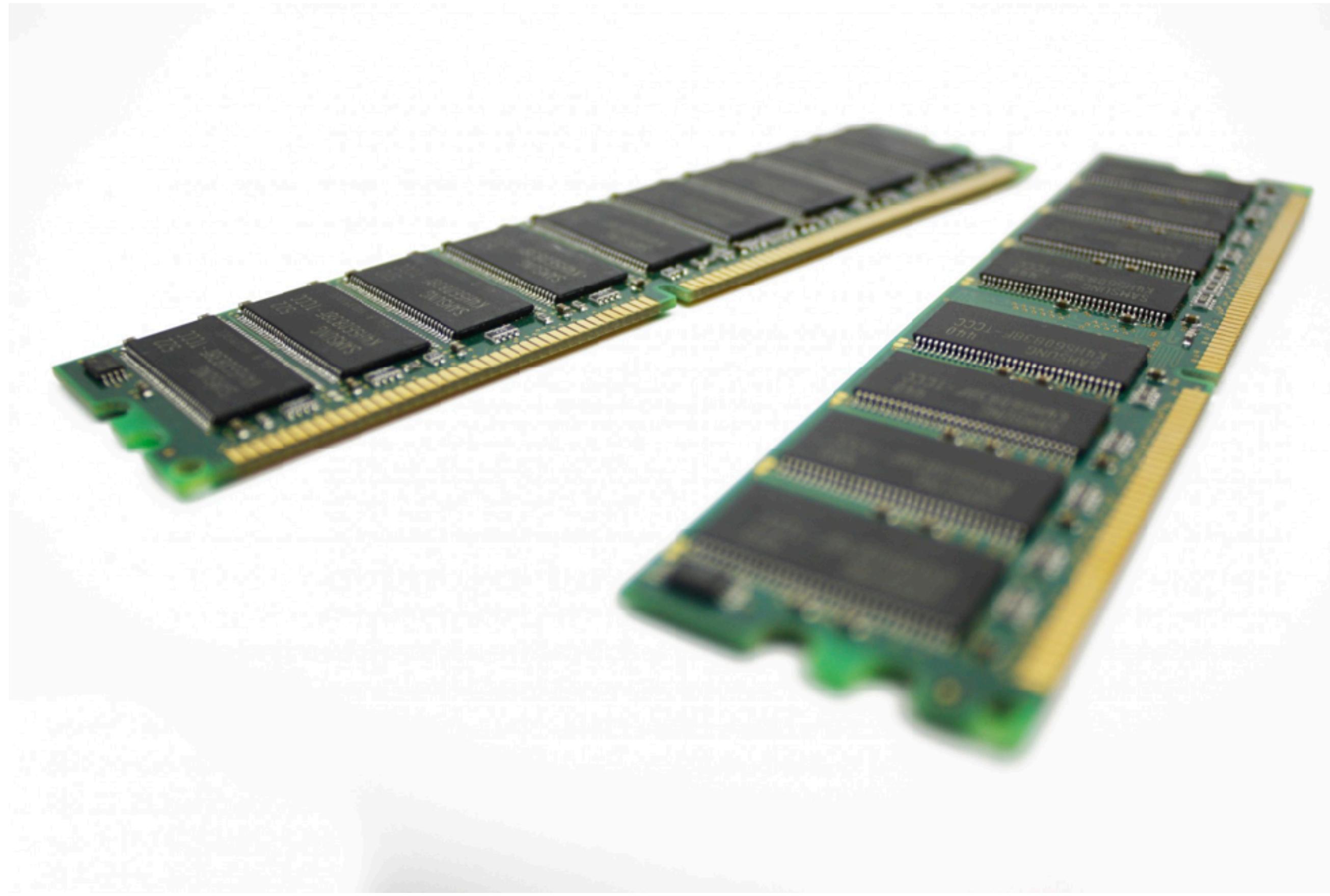


Bit & Byte



$$\begin{aligned}
 1 \text{ TiB} &= 1000 \text{ GiB} \\
 1 \text{ GiB} &= 1000 \text{ MiB} \\
 1 \text{ MiB} &= 1000 \text{ KiB} \\
 1 \text{ KiB} &= 1000 \text{ B}
 \end{aligned}$$





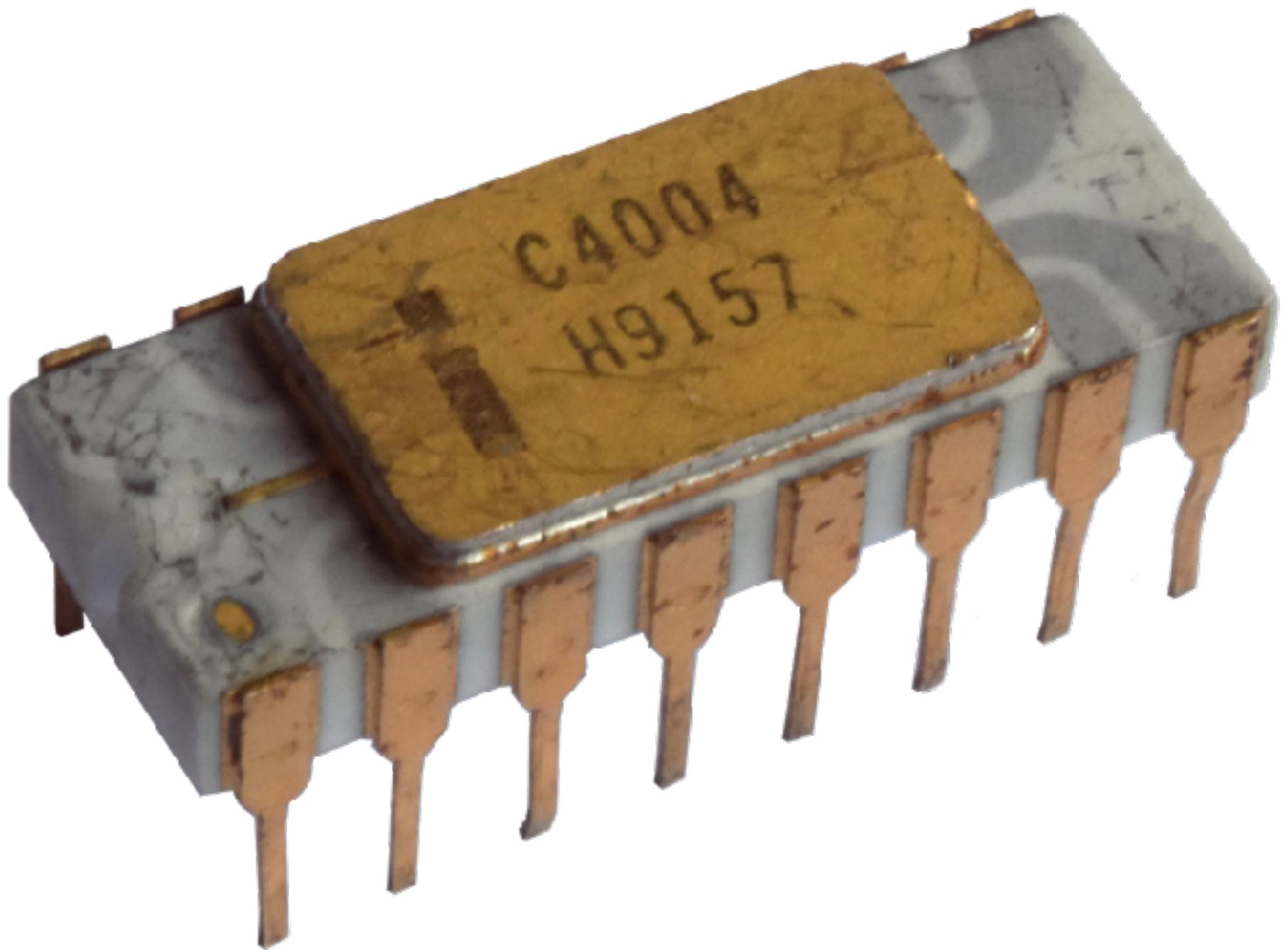
1 GB = 1024 MB
1 MB = 1024 KiB
1 KB = 1024 B

Bit - binary digit

0

00

000



Low Ascii

000:	013:؍	026:؏	039:ؐ	052:ؔ	065:ؑ	078:ؓ	091:ؒ	104:ؕ	117:ؘ
001:؂	014:،	027:؉	040:؈	053:؅	066:؋	079:؊	092:ؔ	105:ؖ	118:ؚ
002:؃	015:؆	028:؎	041:؉	054:؆	067:،	080:؏	093:؇	106:ؗ	119:ؙ
003:؄	016:؍	029:؊	042:؊	055:؇	068:؍	081:ؐ	094:؈	107:ؕ	120:؜
004:؅	017:؈	030:؈	043:؉	056:؈	069:؍	082:؏	095:؉	108:ؖ	121:ؚ
005:؆	018:؉	031:؉	044:؉	057:؉	070:؍	083:؍	096:؉	109:ؖ	122:ؚ
006:؈	019:؊	032:؊	045:؉	058:؉	071:؍	084:؏	097:ؖ	110:ؖ	123:ؖ
007:؉	020:؊	033:؉	046:؉	059:؉	072:؍	085:؍	098:ؖ	111:ؖ	124:ؖ
008:؊	021:؊	034:؊	047:؉	060:؉	073:؍	086:؍	099:ؖ	112:ؖ	125:ؖ
009:؋	022:؊	035:؊	048:؉	061:؉	074:؍	087:؍	100:ؖ	113:ؖ	126:ؖ
010:،	023:؉	036:؉	049:؉	062:؉	075:؍	088:؍	101:ؖ	114:ؖ	127:ؖ
011:؄	024:؉	037:؉	050:؉	063:؉	076:؍	089:؍	102:ؖ	115:ؖ	
012:؅	025:؉	038:؉	051:؉	064:؉	077:؍	090:؍	103:ؖ	116:ؖ	

High Ascii

128:؁	141:؂	154:؆	167:؊	180:؏	193:؉	206:؋	219:؎	232:ؔ	245:ؓ
129:؂	142:؃	155:؈	168:؊	181:؏	194:؉	207:؋	220:؎	233:ؔ	246:؉
130:؄	143:؅	156:؈	169:؉	182:؋	195:؉	208:؋	221:؎	234:؉	247:؊
131:؅	144:؈	157:؉	170:؉	183:؋	196:؉	209:؉	222:؎	235:؉	248:؉
132:؆	145:؈	158:؉	171:؉	184:؉	197:؉	210:؉	223:؎	236:؉	249:؉
133:؈	146:؈	159:؉	172:؉	185:؉	198:؉	211:؉	224:؉	237:؉	250:؉
134:؉	147:؈	160:؉	173:؉	186:؉	199:؉	212:؉	225:؉	238:؉	251:؉
135:؊	148:؉	161:؉	174:؉	187:؉	200:؉	213:؉	226:؉	239:؉	252:؉
136:؉	149:؉	162:؉	175:؉	188:؉	201:؉	214:؉	227:؉	240:؉	253:؉
137:؉	150:؉	163:؉	176:؉	189:؉	202:؉	215:؉	228:؉	241:؉	254:؉
138:؉	151:؉	164:؉	177:؉	190:؉	203:؉	216:؉	229:؉	242:؉	255:؉
139:؉	152:؉	165:؉	178:؉	191:؉	204:؉	217:؉	230:؉	243:؉	
140:؉	153:؉	166:؉	179:؉	192:؉	205:؉	218:؉	231:؉	244:؉	



The utf-8 character subsets

Here is the list utf-8 character subsets. This list is updating twice per week.

[Basic Latin \(ASCII\) \(128\)](#)[IPA Extensions \(96\)](#)[Cyrillic \(256\)](#)[Arabic \(200\)](#)[NKo \(64\)](#)[Devanagari \(128\)](#)[Oriya \(Odia\) \(128\)](#)[Malayalam \(128\)](#)[Tibetan \(256\)](#)[Ethiopic \(384\)](#)[Ogham \(32\)](#)[Buhid \(32\)](#)[Unified Canadian Aboriginal Syllabics Extension](#)[Latin-1 Supplement \(128\)](#)[Spacing Modifier Letters \(80\)](#)[Cyrillic Supplement \(48\)](#)[Syriac \(80\)](#)[Samaritan \(64\)](#)[Bengali and Assamese \(128\)](#)[Tamil \(128\)](#)[Sinhala \(128\)](#)[Myanmar \(160\)](#)[Ethiopic Supplement \(32\)](#)[Runic \(96\)](#)[Tagbanwa \(32\)](#)[Limbu \(80\)](#)[Latin Extended-A \(128\)](#)[Combining Diacritical Marks \(112\)](#)[Armenian \(96\)](#)[Arabic Supplement \(48\)](#)[Mandaic \(32\)](#)[Gurmukhi \(128\)](#)[Telugu \(128\)](#)[Thai \(128\)](#)[Georgian \(96\)](#)[Cherokee \(96\)](#)[Tagalog \(32\)](#)[Khmer \(128\)](#)[Tai Le \(48\)](#)[Latin Extended-B \(208\)](#)[Greek \(144\)](#)[Hebrew \(112\)](#)[Thaana \(64\)](#)[Arabic Extended-A \(96\)](#)[Gujarati \(128\)](#)[Kannada \(128\)](#)[Lao \(128\)](#)[Hangul Jamo \(256\)](#)[Unified Canadian Aboriginal Syllabics \(640\)](#)[Hanunoo \(32\)](#)[Mongolian \(176\)](#)[New Tai Lue \(96\)](#)

