

Naprogramuj si svoju hru

Javascript DOM

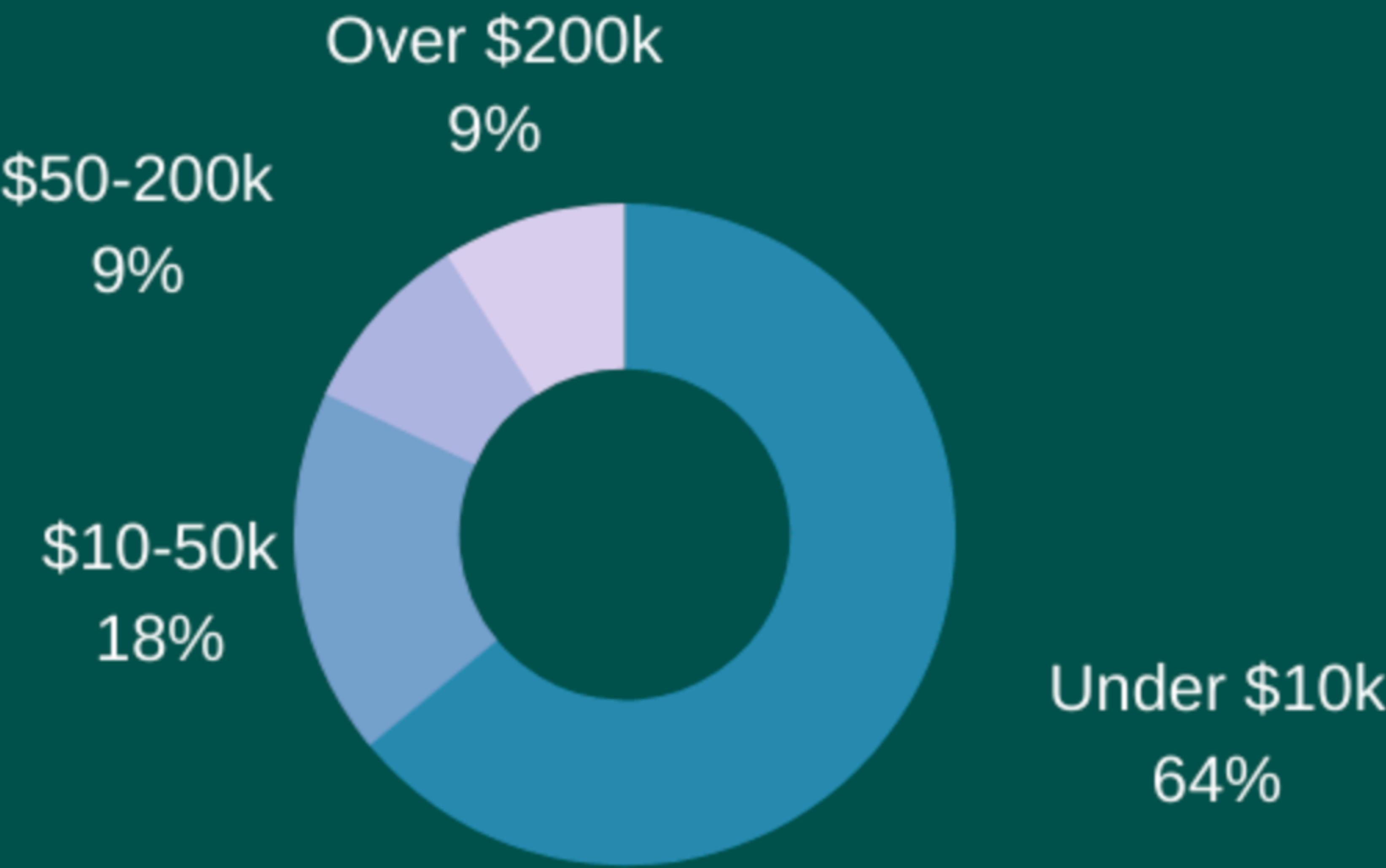
marec 2023, Ing. Gabriel Války, PhD.

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.

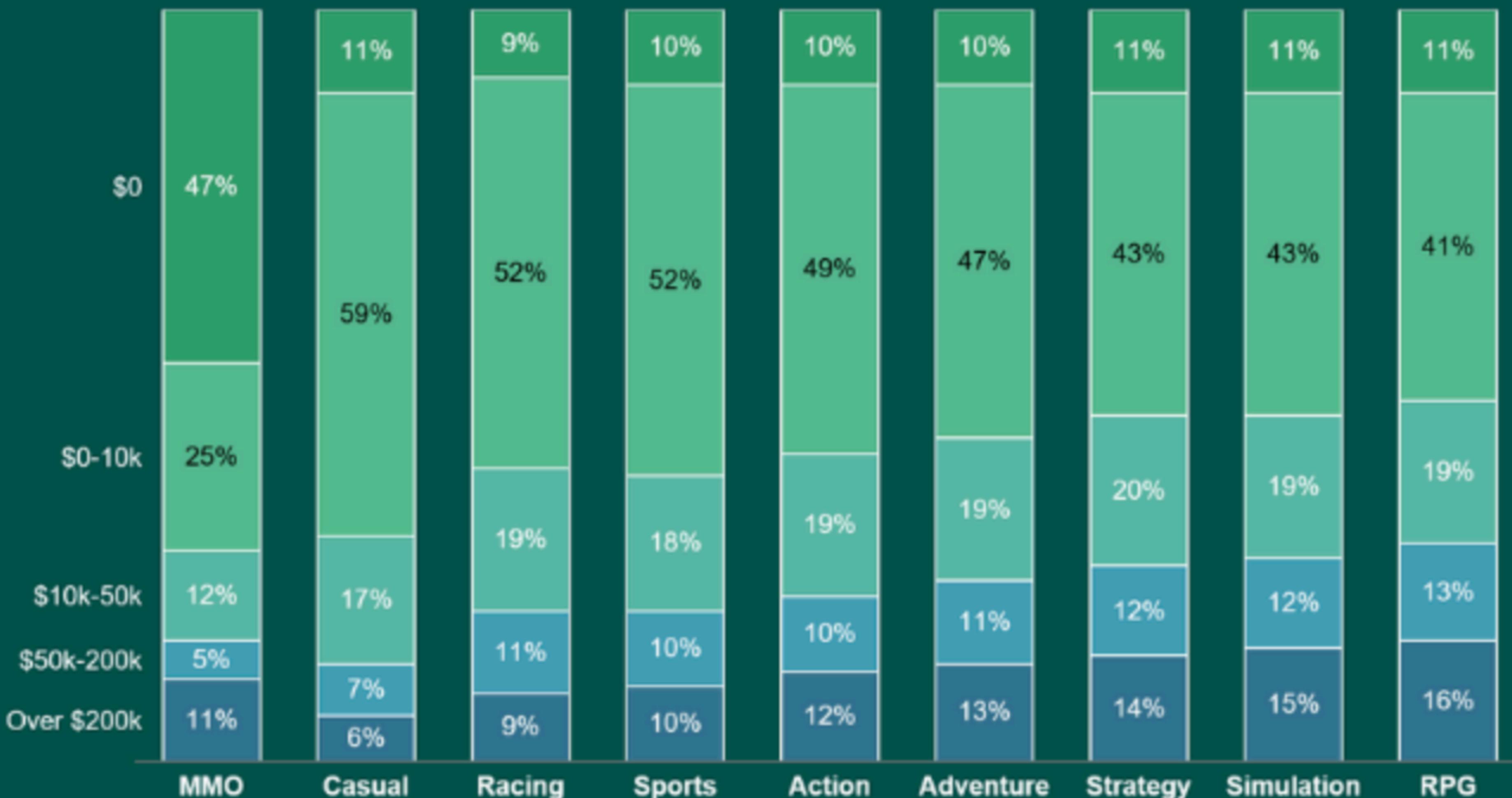


.....

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

.....

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

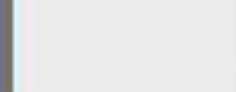
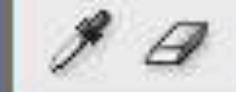
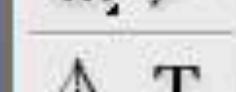
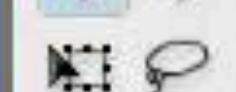
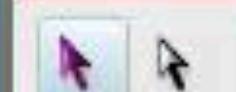


Fl Adobe Flash CS3 Professional - [adventure*]



File Edit View Insert Modify Text Commands Control Debug Window Help

Fl



adventure*



1

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

85

90

95

100

105

110

115

elements



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

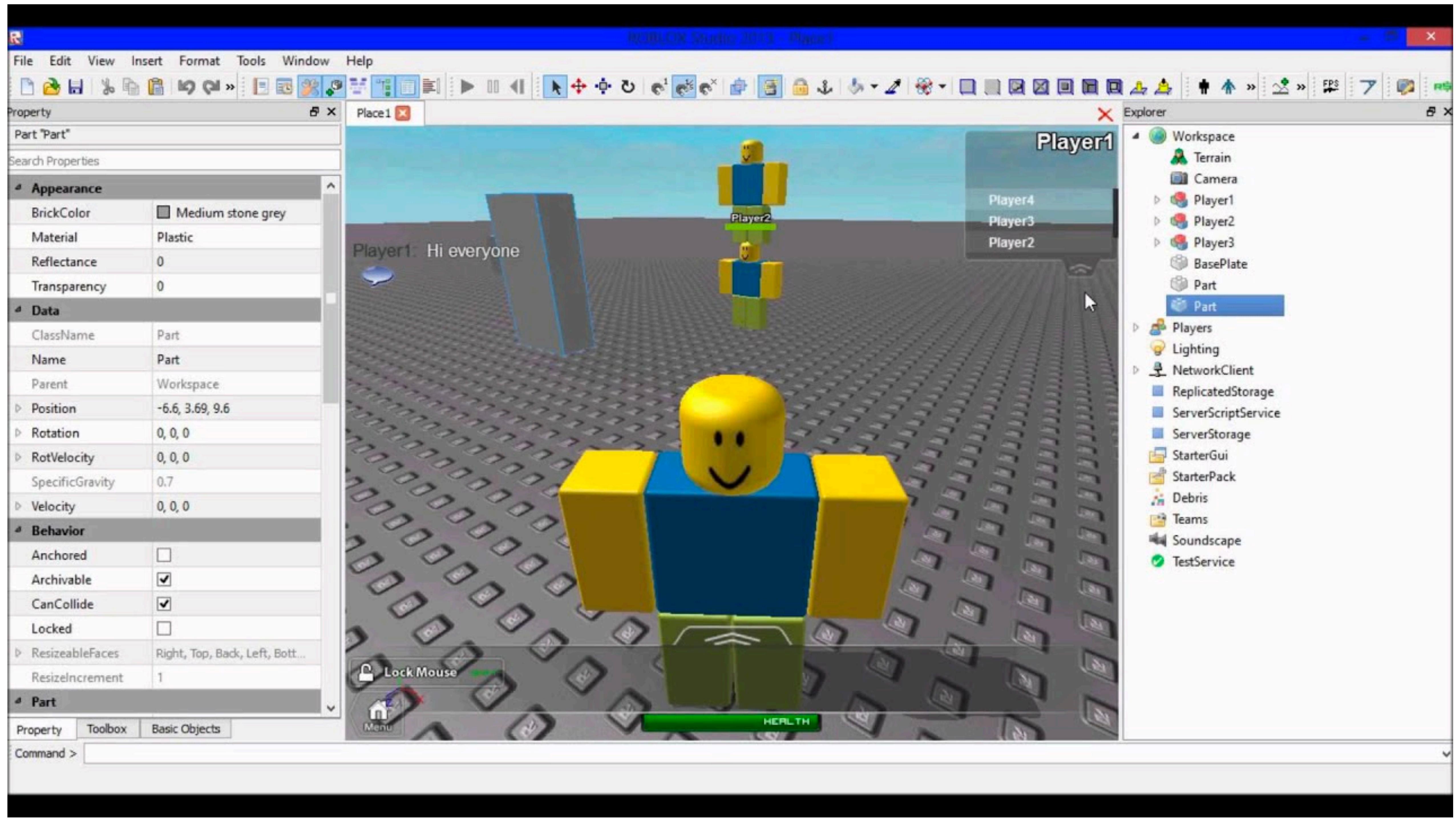
- DefaultPixelSnap
- Explosion
- ExplosionParticle
- HalfAlpha
- Health
- part_aura
- part_ray
- part_splash
- part_star
- Smoke

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

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

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

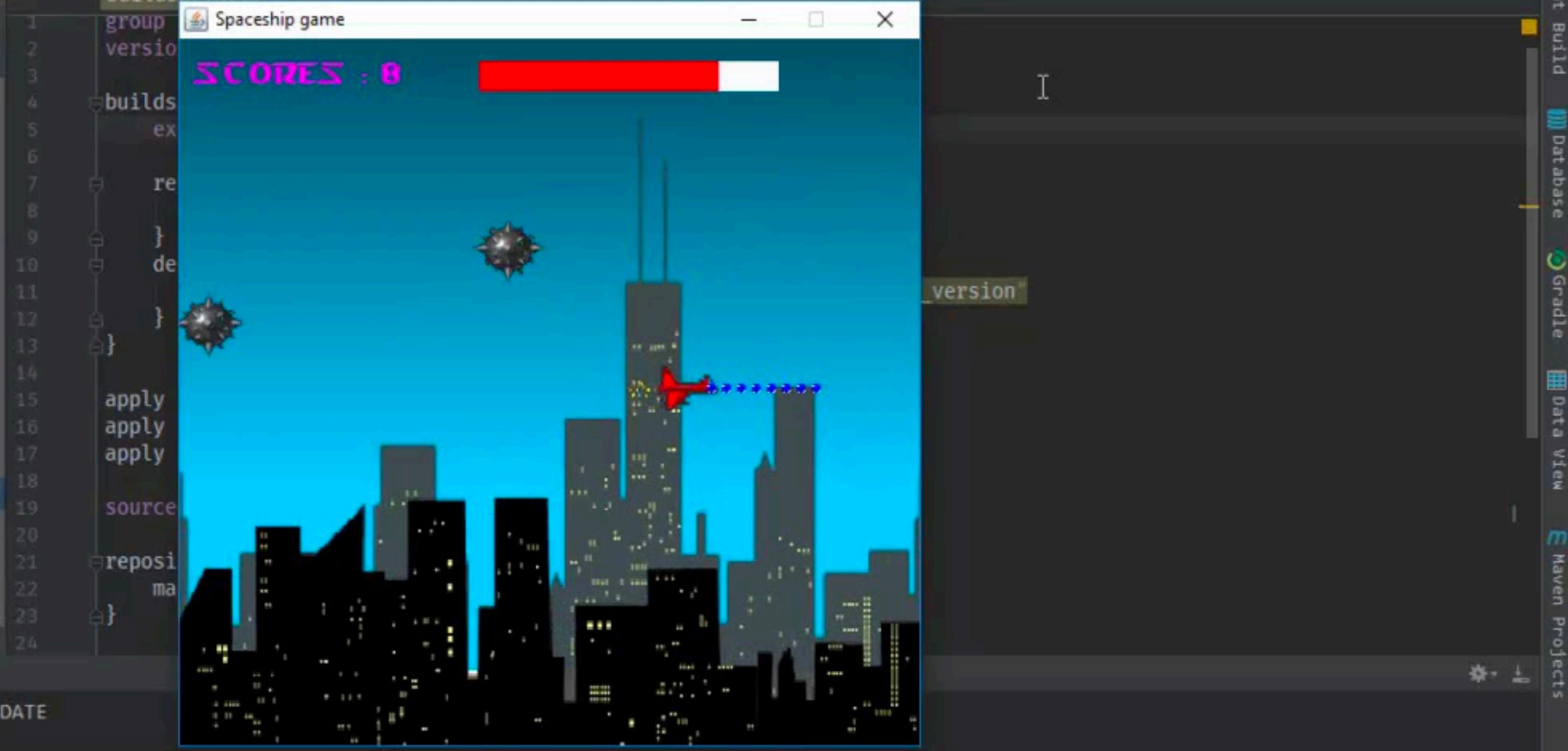
- :build

- :run

.gitignore GameFrame.kt settings.gradle spaceship

GamePanel.kt Loading.kt Explosion.kt

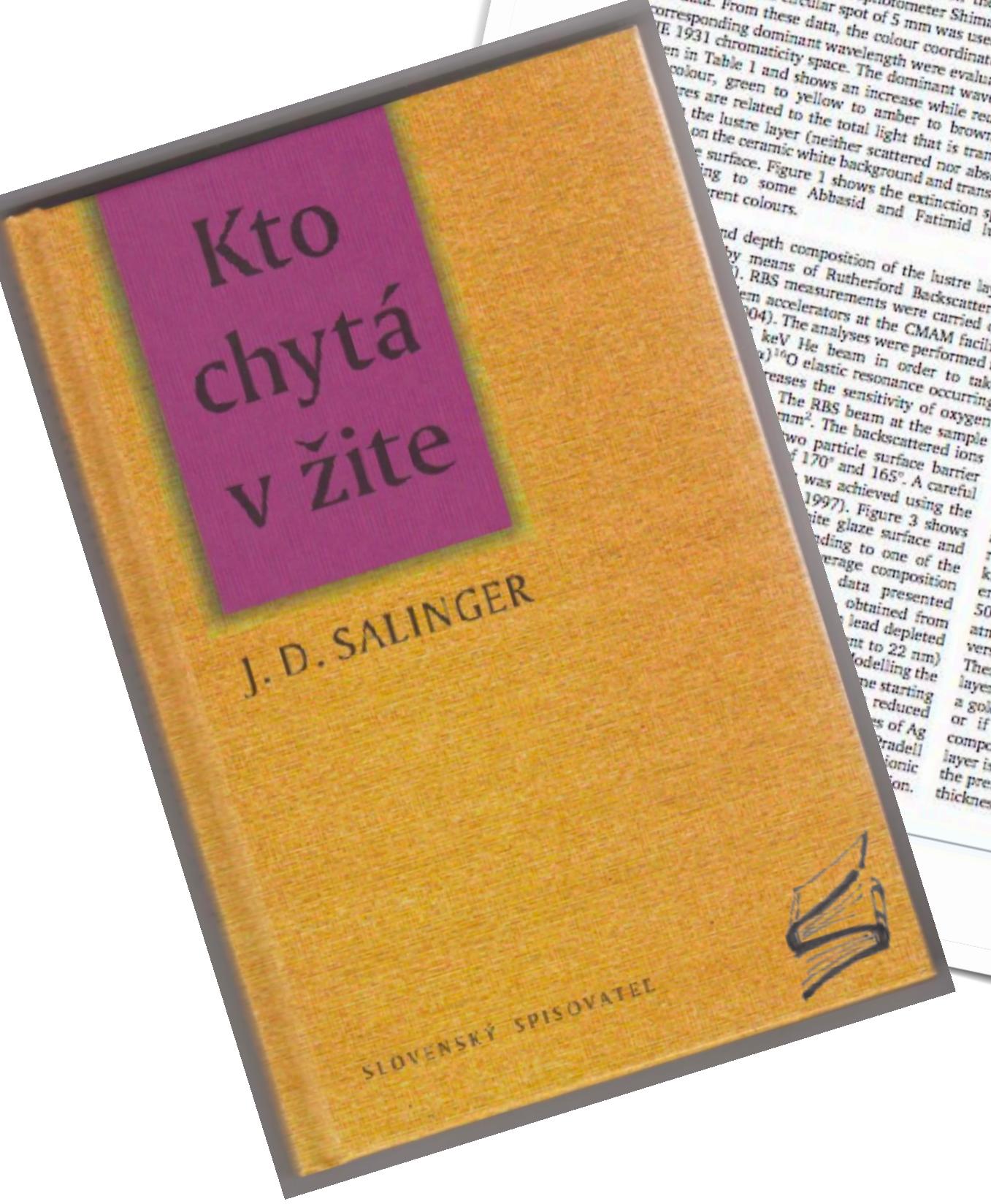
Ant Build Database Gradle Data View Maven Projects

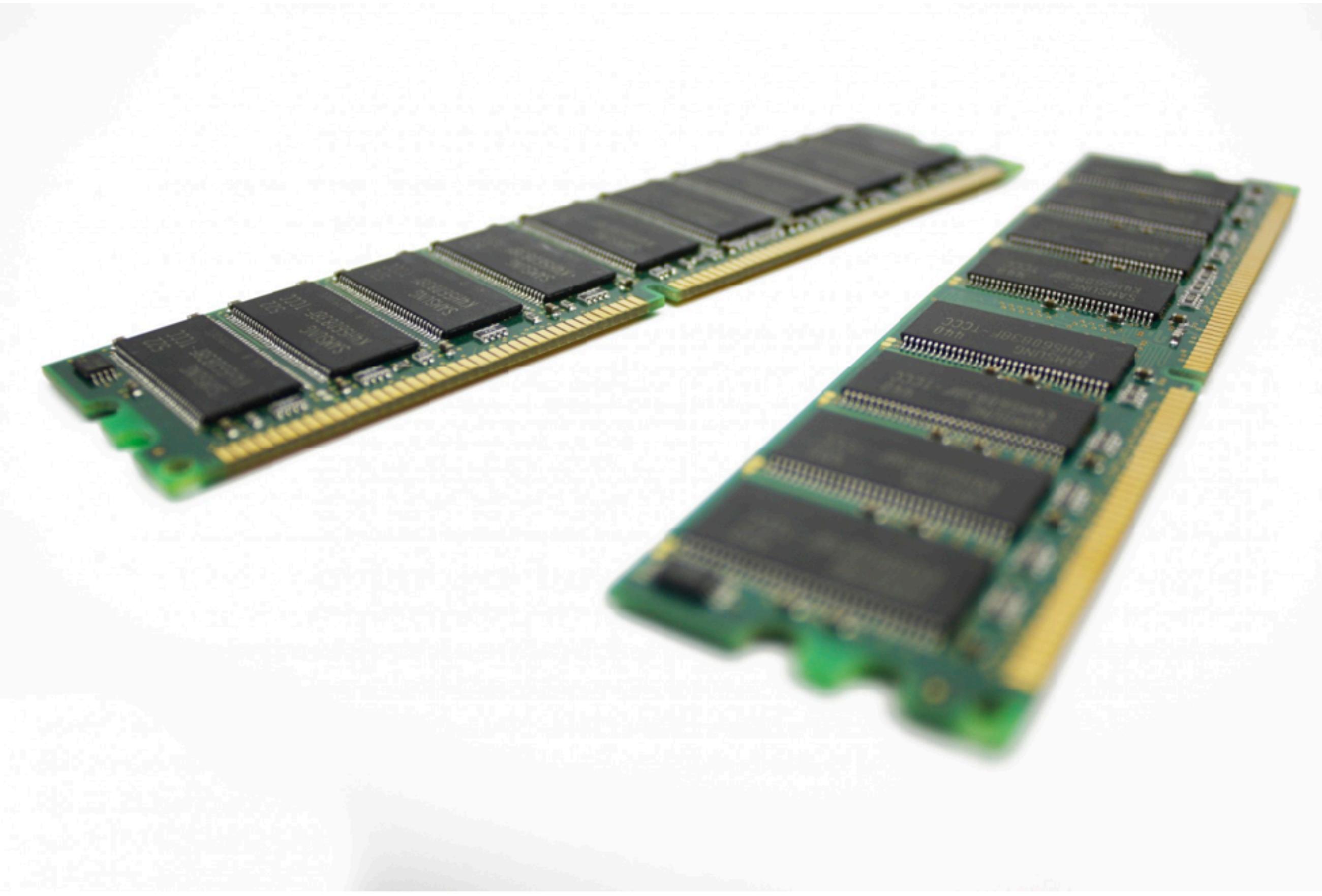


Bit & Byte



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





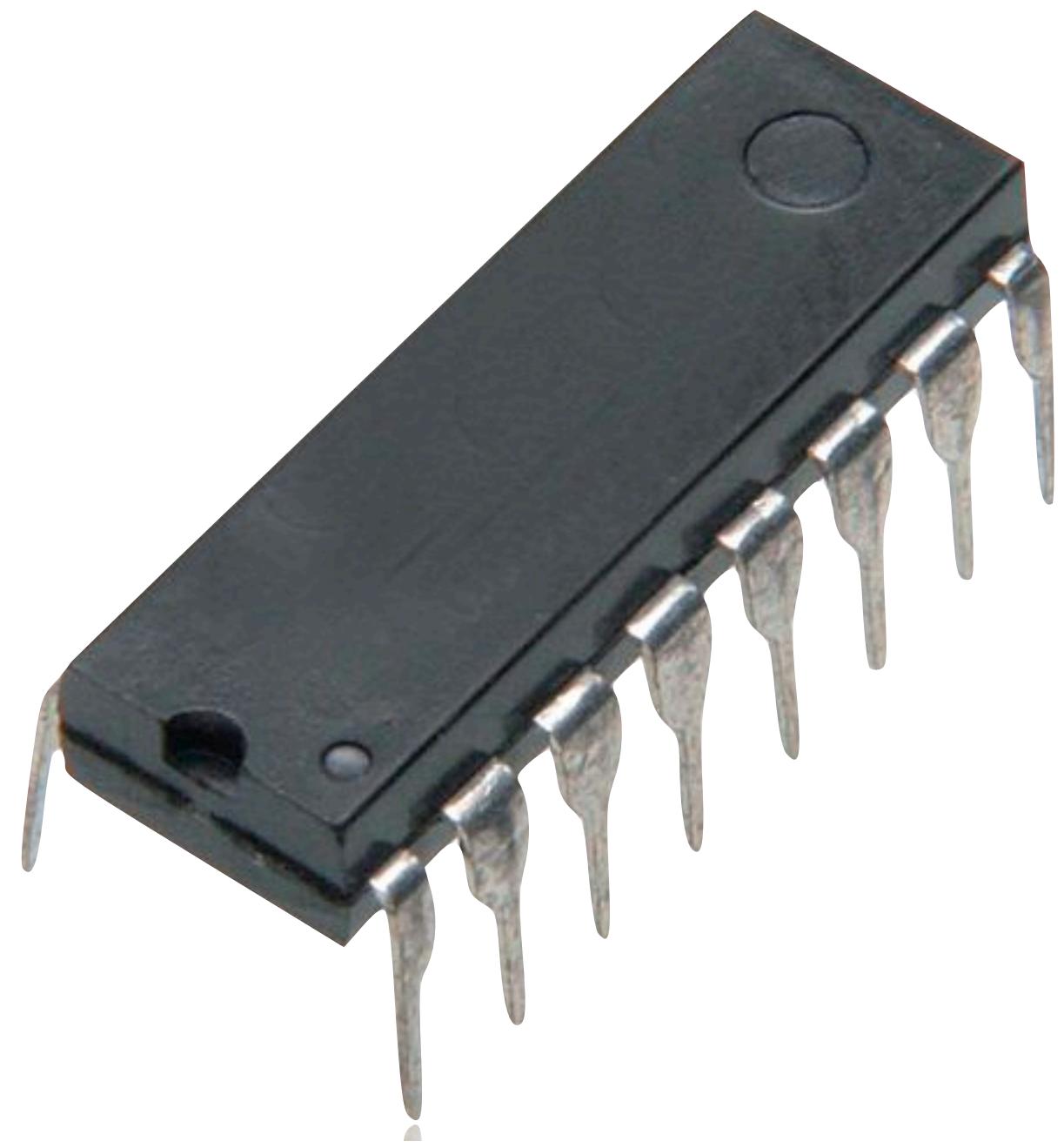
1 GB = 1024 MB
1 MB = 1024 KiB
1 KB = 1024 B

Bit - binary digit

0

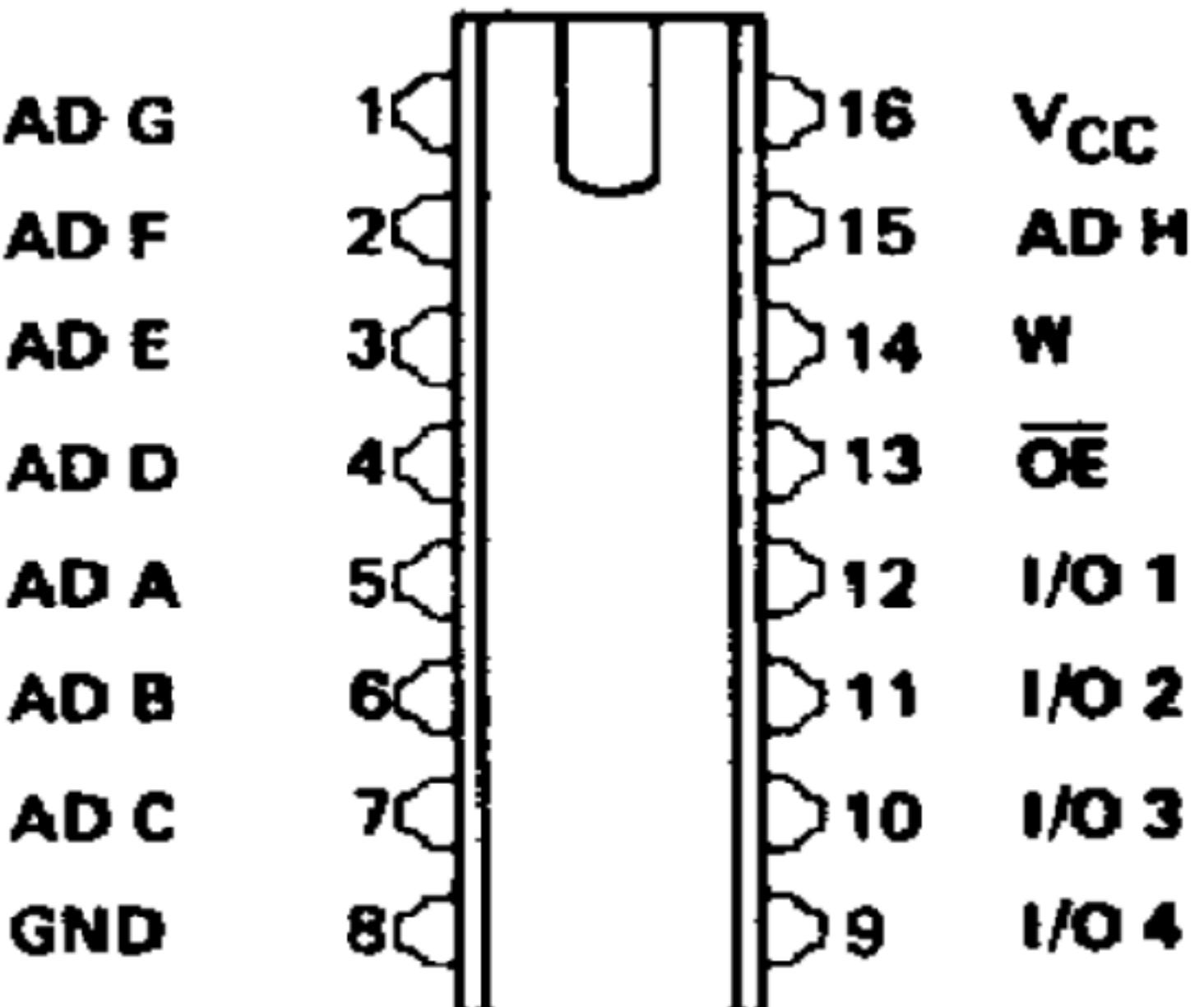
00

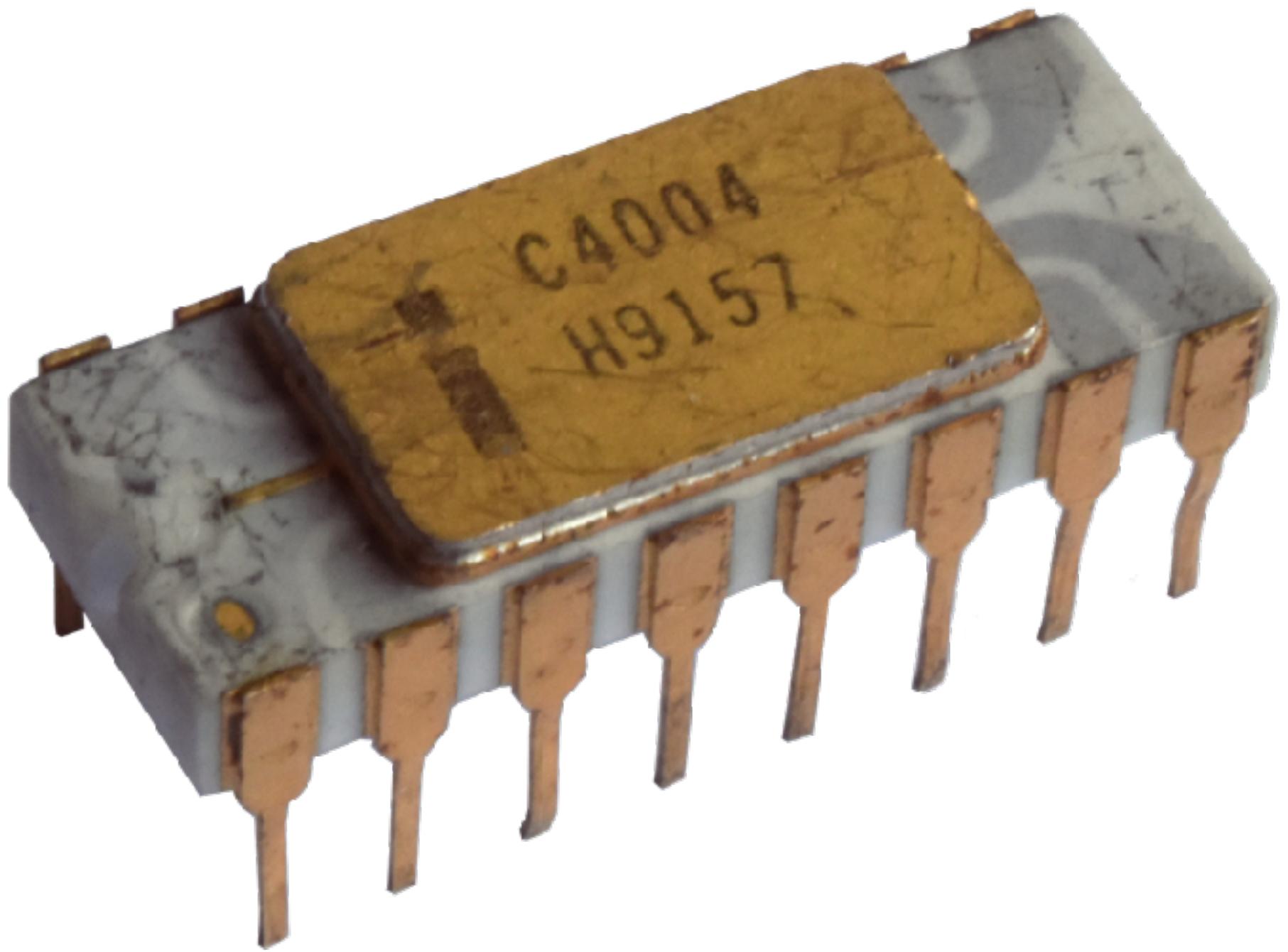
000



- Static Fully Decoded RAM's Organized as 256 Words of Four Bits Each
- Schottky-Clamped for High Performance
- Edge-Triggered Write Control
- 'S207 Data and Address are Same Pins as 1K PROM's ('S287, 'S387)
- High-Density Dual-in-Line Packages have Pin-Row Spacing of 0.300-Inch
- Three-State Output for Driving Bus-Organized Systems and/or Highly Capacitive Loads
- Compatible with Most TTL and I²L Circuits

**SN74LS207, SN74S207 . . . J OR N PACKAGE
(TOP VIEW)**





© 2009 Nigel Tout

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

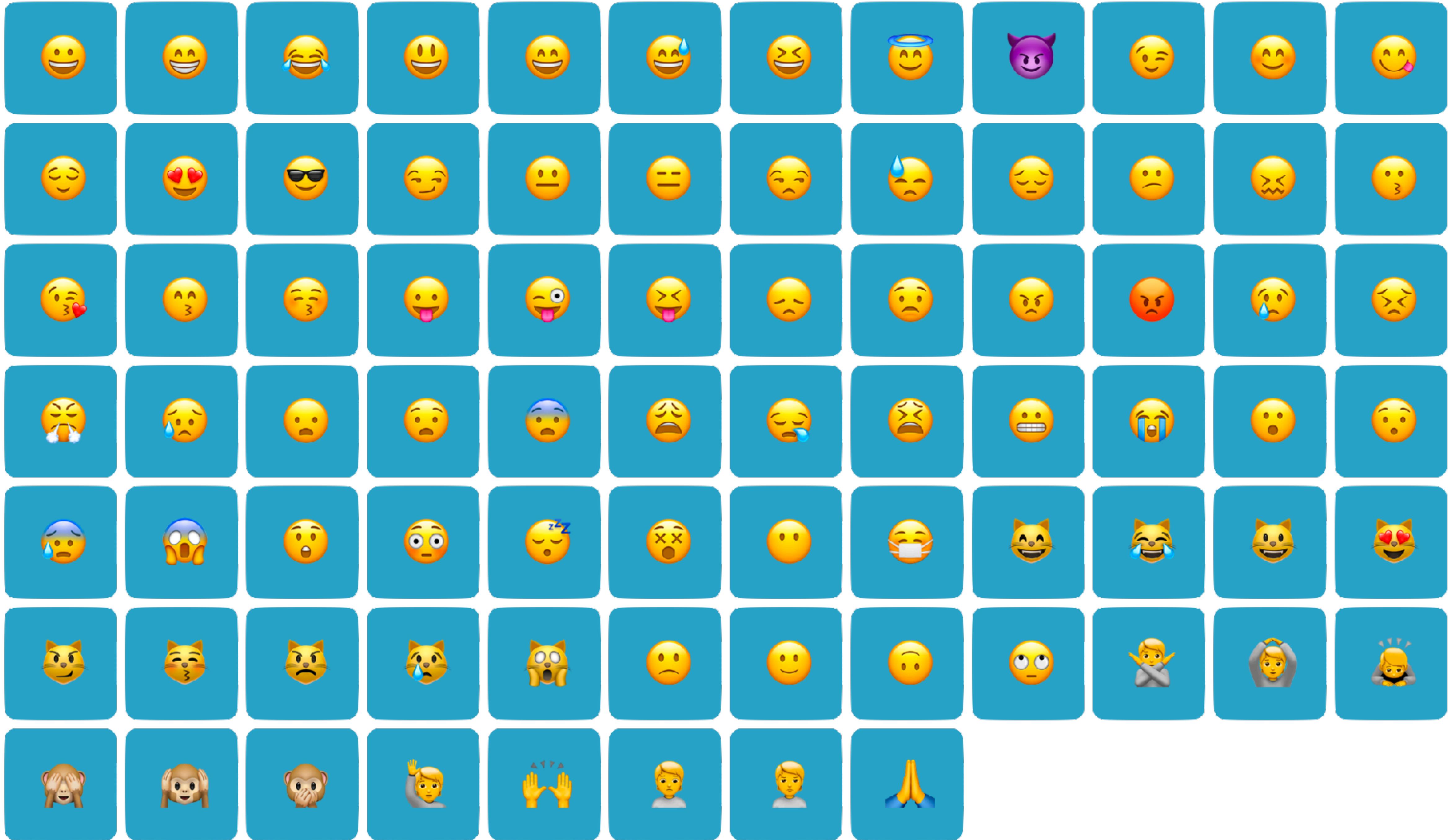
128:؁	141:؂	154:؆	167:؉	180:؎	193:؏	206:؏؏	219:؏؏؏	232:؏؏؏؏	245:؏؏؏؏؏
129:؂	142:؃	155:؆	168:؉	181:؎	194:؏	207:؏؏	220:؏؏؏	233:؏؏؏؏	246:؏؏؏؏؏
130:؄	143:؄	156:؆	169:؉	182:؎	195:؏	208:؏؏	221:؏؏؏	234:؏؏؏؏	247:؏؏؏؏؏
131:؅	144:؅	157:؆	170:؉	183:؎	196:؏	209:؏؏	222:؏؏؏	235:؏؏؏؏	248:؏؏؏؏؏
132:؆	145:؆	158:؆	171:؉	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 \(96\)](#)



x.valky.eu/ws

x.valky.eu/re