DESENVOLVIMENTO DE JOGOS

Msc. Rodrigo Braga

TUTORIAL JOGO DE PLATAFORMA

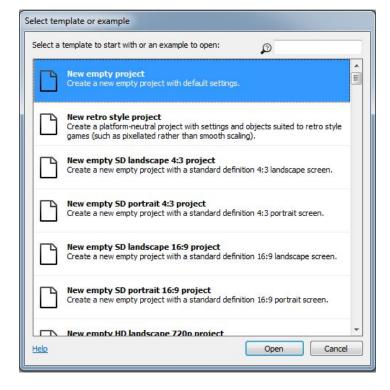


GETTING STARTED



Criar um projeto novo:



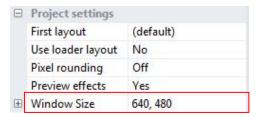


AJUSTANDO A RESOLUÇÃO

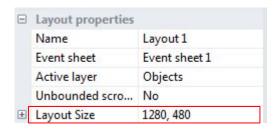


Ajustar o Window Size quanto o para (640x480)

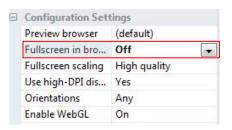
Clicar no Projeto:



Ajustar o Layout Size quanto o para (1280x480)



Ajustar fullscreen para Off



GET ASSETS

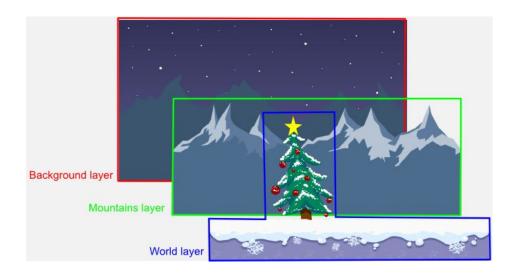






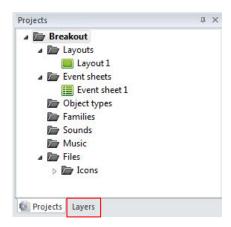


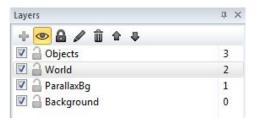
CRIANDO LAYERS



!important: Cada Layout tem o seu próprio conjunto de layers.







BAIXAR OTILED MAP EDITOR





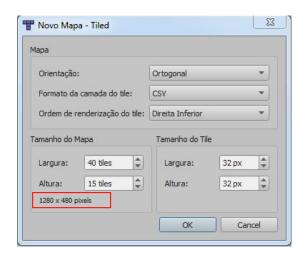
http://www.mapeditor.org/

Toolbar _ 0 X T test_tiled.tmx - Tiled Arquivo <u>E</u>ditar <u>Exibir</u> <u>Mapa</u> <u>Camada Aju</u>da \$3 **-** € test_tiled.tmx X Propriedade Valor Coins Foreground
Parallax Nome Tipo Visível 385,00 321,00 Largura 32,00 Camadas Altura 32,00 0,00 Rotação ▼ Inverter Falso Vertical Falso Propriedades Minimapa Objetos Camadas 00 Tilemap Terrenos Tilesets iled Pileset 100%

CRIANDO UM TILED MAP

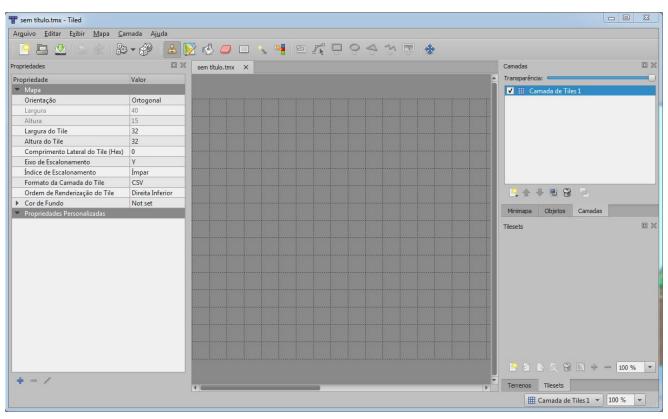






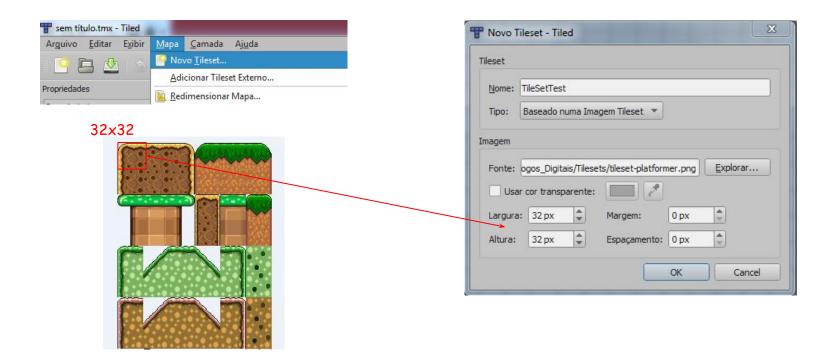
CRIANDO UM TILED MAP





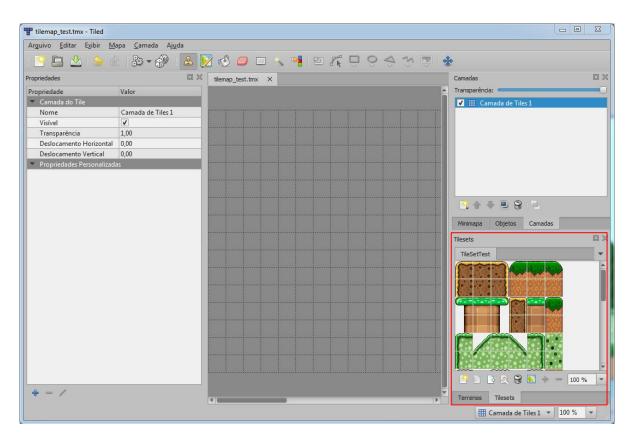
CRIANDO O TILESET



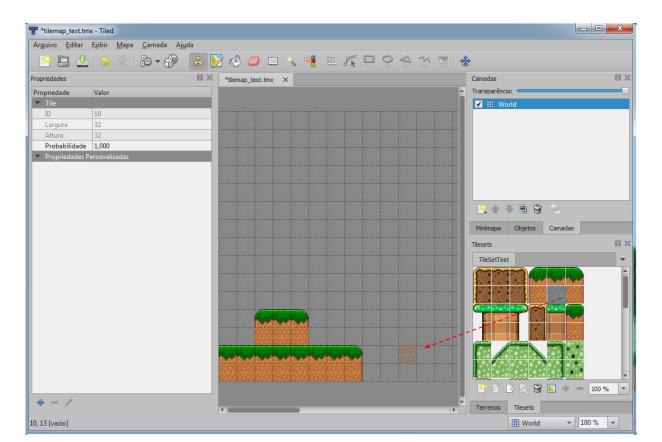


CRIANDO O TILESET

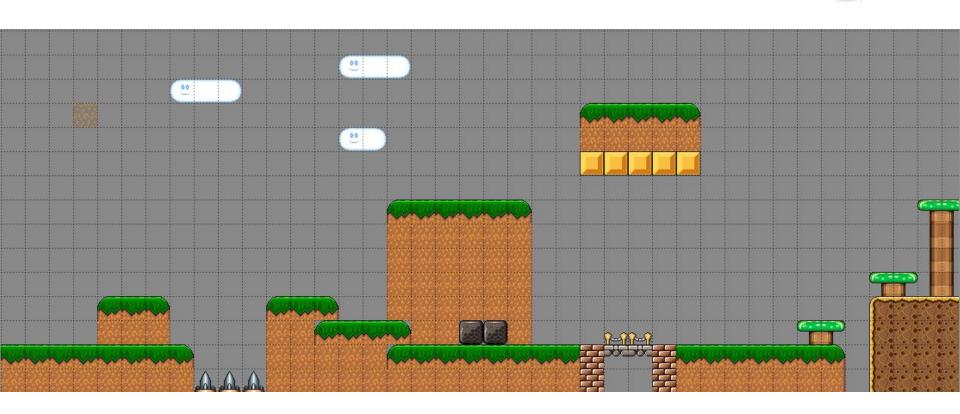




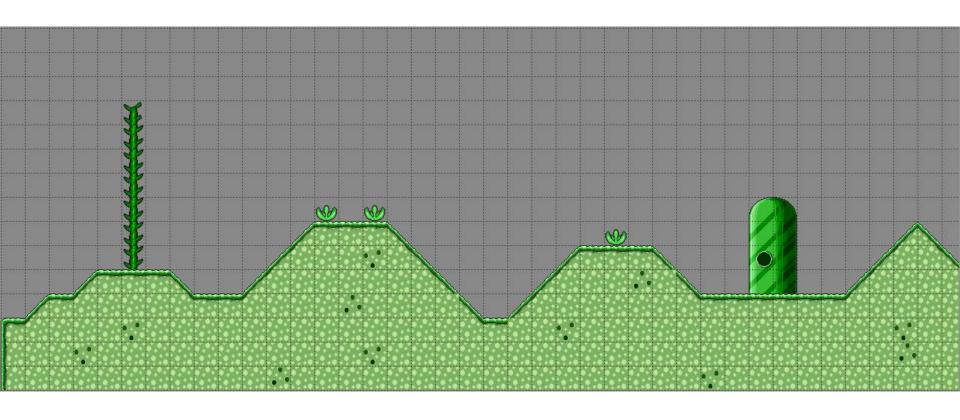
















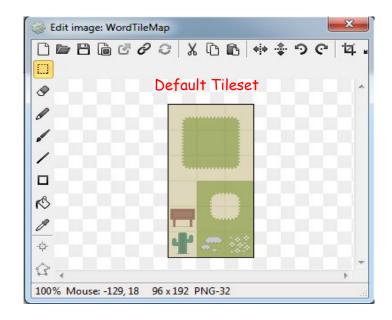
IMPORTANDO TILEMAP PARA CONSTRUCT - 1



- Double-click no layout (vai abrir o popup Insert New Object);
- 2. Escolher a opção TileMap;

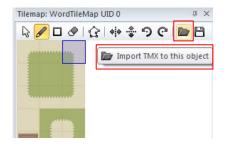


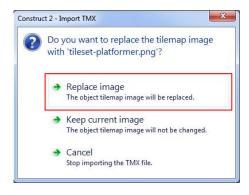
3. Fechar o popup;

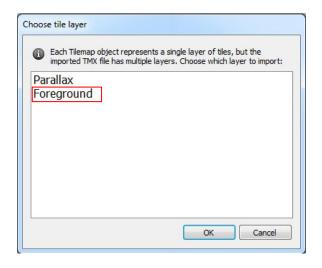


IMPORTANDO TILEMAP PARA CONSTRUCT - 2



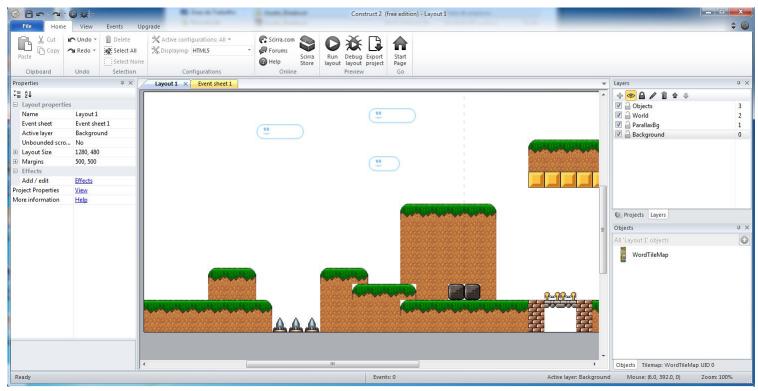






IMPORTANDO TILEMAP PARA CONSTRUCT - 3





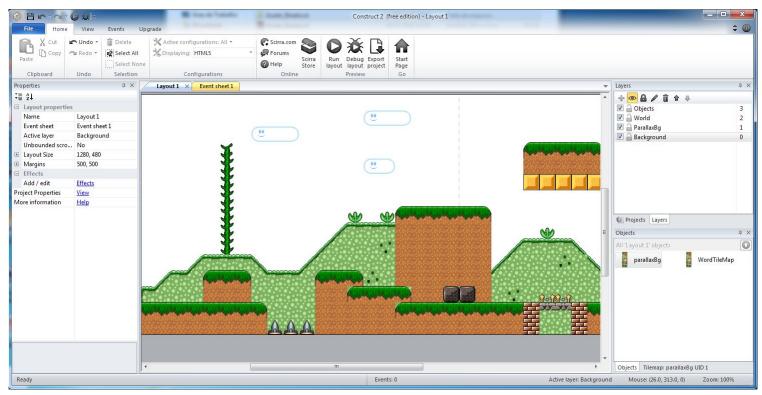
ADD TILEMAP DE FUNDO



Repetir os passos dos últimos 3 slides

ADD TILEMAP DE FUNDO

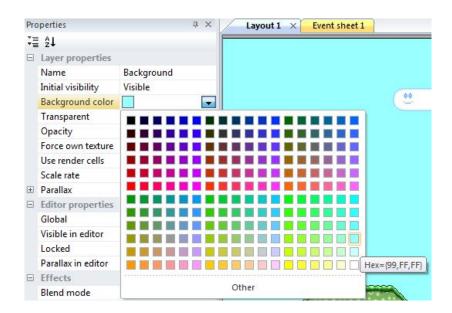




SET BACKGROUND COLOR

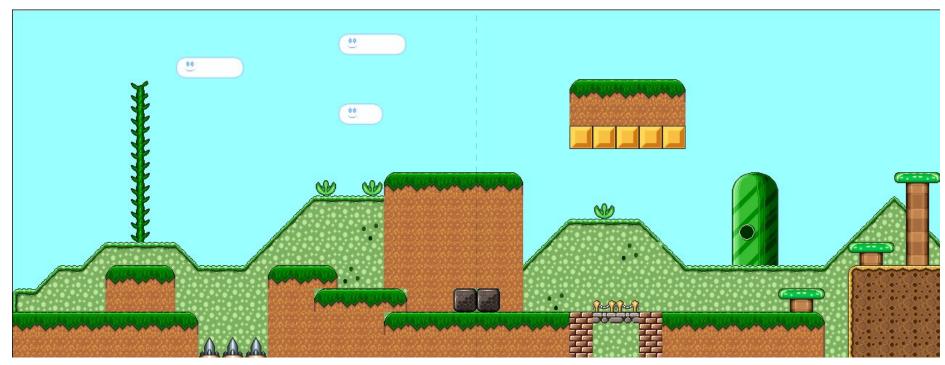


Ajustar cor da background layer



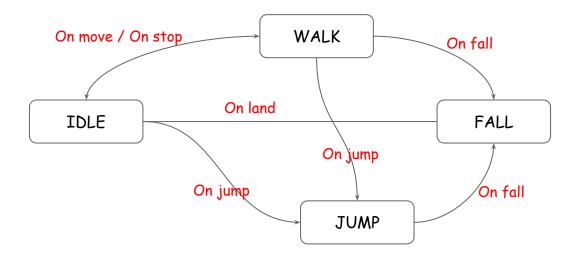
SET BACKGROUND COLOR





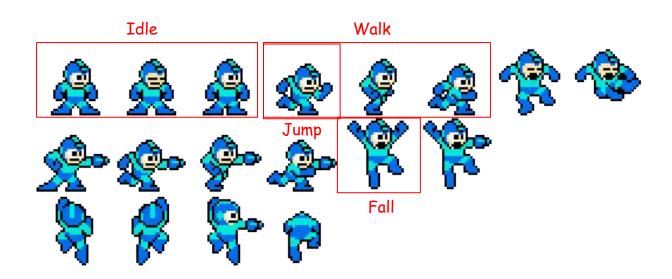
CRIANDO O PLAYER (STATE MACHINE)





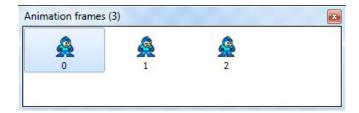
CRIANDO O PLAYER





CRIANDO PLAYER - ANIMAÇÃO (IDLE)

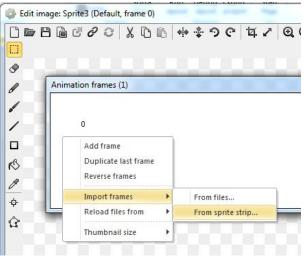
- Carregar o spritesheet dos blocos (New Object-> Sprite);
- 2. Clicar com botão direito dentro de Animation Frames;
- Clicar na opção Import frames -> From sprite strip;
- 4. Definir número de colunas e linhas do spritesheet (8, 3);

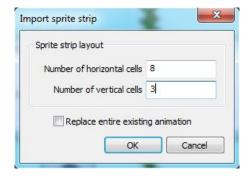


- 5. Remover os frames desnecessários;
- 6. Renomear animação para idle;



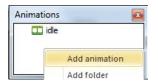






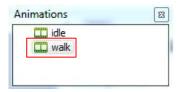
CRIANDO ANIMAÇÃO (WALK)

- - Clicar com botão direito dentro de Animations (add animation)
 - Clicar com botão direito dentro de Animation Frames:
 - Clicar na opção Import frames -> From sprite strip;
 - Definir número de colunas e linhas do spritesheet (8, 3);

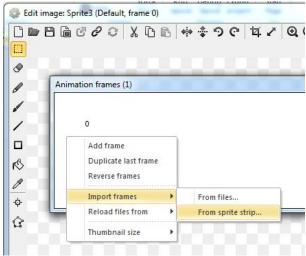


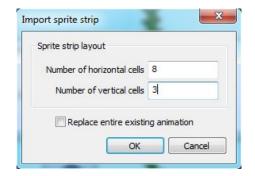


5 Remover os frames desnecessários:









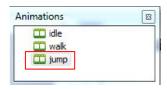
CRIANDO ANIMAÇÃO (JUMP)

- 1. Clicar com botão direito dentro de *Animations* (add animation)
- Clicar com botão direito dentro de Animation Frames;
- 3. Clicar na opção Import frames -> From sprite strip;
- 4. Definir número de colunas e linhas do spritesheet (8, 3);

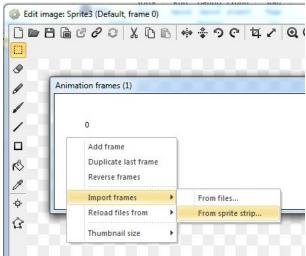




5. Remover os frames desnecessários;









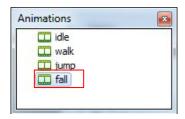
CRIANDO ANIMAÇÃO (FALL)

- 1. Clicar com botão direito dentro de *Animations* (add animation)
- Clicar com botão direito dentro de Animation Frames;
- Clicar na opção Import frames -> From sprite strip;
- 4. Definir número de colunas e linhas do spritesheet (8, 3);

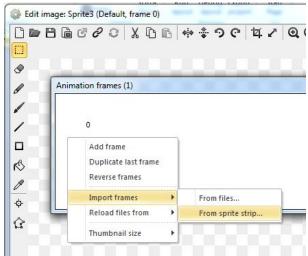




5. Remover os frames desnecessários;



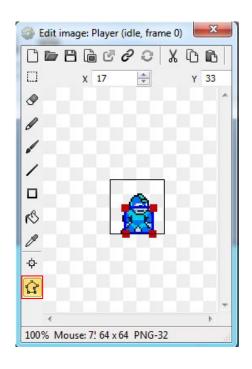


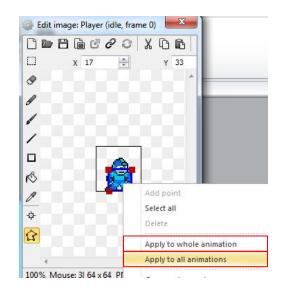




AJUSTANDO COLLIDER DAS ANIMAÇÕES

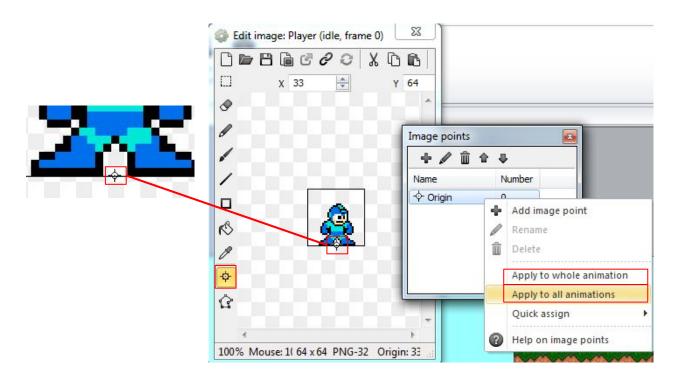






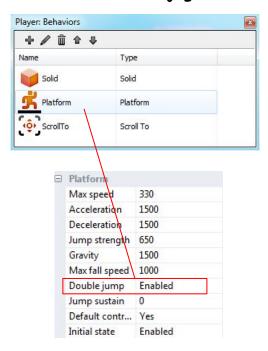
AJUSTANDO ÂNCORA DAS ANIMAÇÕES



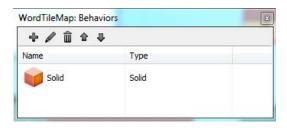


FAZENDO JOGADOR INTERAGIR COM CENÁRIO

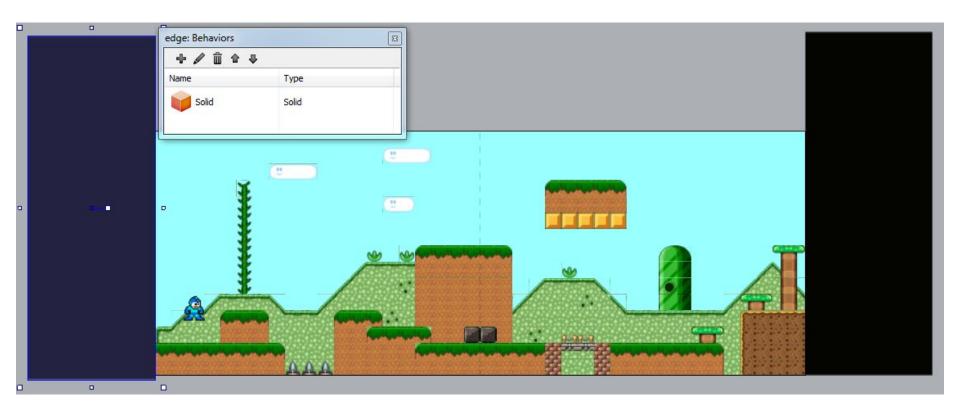
Add behaviors no jogador:



Add behaviors no tilemap world:

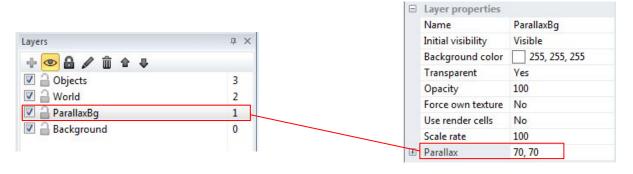


CRIANDO BARREIRAS LATERAIS

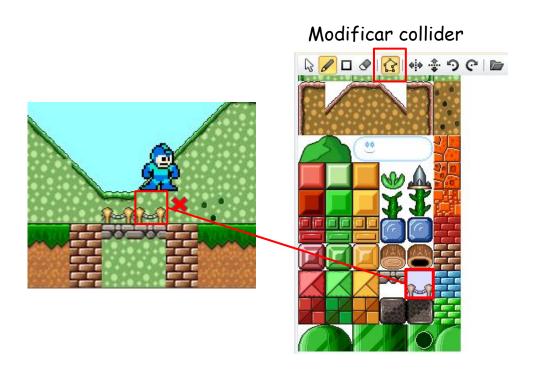


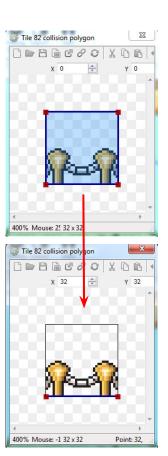
CRIANDO EFEITO PARALLAX

Mudar a taxa do parallax para 70, 70

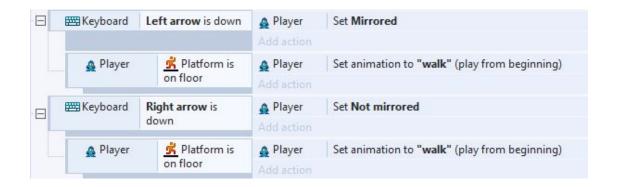


AJUSTANDO O COLLIDER DE ALGUNS TILES





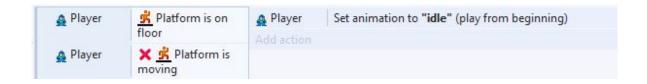
MUDANDO DIREÇÃO DO PLAYER (WALK)



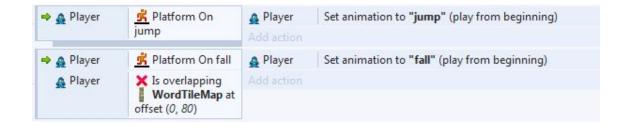
Aumentar velocidade da anim. Walk para 10

Speed	10
Loop	No
Repeat count	1
Repeat to	0

PLAYER IDLE



PLAYER JUMP E FALL



SNAPSHOT EVENT SHEET



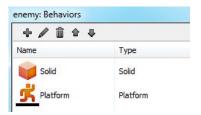
CRIANDO UM INIMIGO SIMPLES

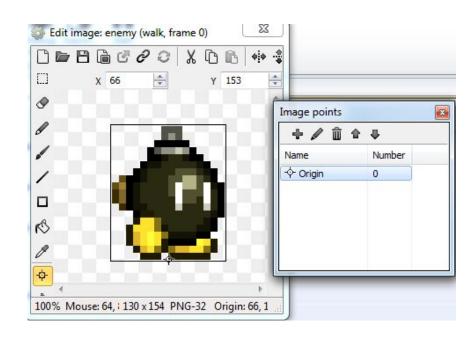


- Double-click no layout (vai abrir o popup Insert New Object);
- Escolher a opção Sprite;



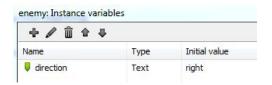
- 3. Abrir a imagem do inimigo;
- 4. Remover transparências. 🙀
- Add na layer objetos;
- 6. Add behaviors.



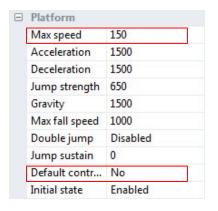


DANDO VIDA AO INIMIGO

Criar variável para direção:



Remover controle default do comportamento *Platform*:



Event Sheet

