# *Unleashing Aurora GT*

*The Complete WorkShop*

**gameloft**

# *AuroraGT*
## *Workshop Version*

| Author | Version | Changelog |
|---|---|---|
| gaspar.deelias@gameloft.com | 1.0.5 | Splitted slides into small courses. Added Aurora's game editor explanations |
| emmanuel.lazarte@gameloft.com | 1.0.6 | Added code manipulation of Aurora binaries |

# *AuroraGT*
## *Preface*

- IDEA: Diego Mercado, Sylvain Ageneau.

- ADVICE: Mihai Popa and Catalin Ochescu.

- PATIENCE: Juan Maldonado and Ignacio Crespo

- Thanks to all these people.

*Gaspar de Elias*
*September the 1st*

# AuroraGT
## Document Structure

- Due to the complexity of AuroraGT, this workshop has been divided into several parts:

    - 00: This introduction document.
    - 01: Sprites, Frames, Animations editing.
    - 02: Tilesets, Maps, Isometric Maps.
    - 03: Optimization, Exporting, Code examples.
    - 04: Game Editor Interface and Main Options.
    - 05: The templates file (.gts).
    - 06: Cinematics, Tasks.
    - 07: Exporting games, levels. Code examples.

# *AuroraGT*
## *Introduction*

- What's Aurora?



- Aurora is a natural colored light display in the sky, usually observed at night, particularly in the polar zone.

*Wikipedia*

# *AuroraGT*
## *Introduction*

- Aurora Game Tools (AuroraGT):

  – Aurora is the GameWitch successor.

  – Is a multipurpose game design tool.

  – Used by game designers and game developers.

  – Created and maintained by Gameloft who holds its copyrights.

# *AuroraGT*
## *Introduction*

- Aurora Game Tools (AuroraGT):

    – Specifically designed for mobile games where resources are limited and optimization is a must.

    – Mainly used when designing side-scrolling games but it can be also used as a general purpose tool ( Ex: Boxing 2D, Block Breaker, Assassin's Creed).

    – Creating sprites, tilesets, maps, levels are some of the capabilities of Aurora.

# *AuroraGT*
## *Introduction*

- But AuroraGT does not work standalone since we need to read the generated data in our games.

- Asprite:

  - Is a set of classes and methods capable of reading AuroraGT output and making them available.
  - Sprites, Maps, Levels, Cinematics are loaded by Asprite and cActor.
  - Painting, collision detection, etc are some of the features included in this code.

- Asprite code needs to be implemented in our game to make the resources available.

# *AuroraGT*
## *Reference Version (1)*



**About AuroraGT**

Aurora Game Tools v0.1.0.2. beta version ®! (build on Jun 18 2008, 17:27:06)

| Editor | Version | Description |
|---|---|---|
| SpriteEditor | 0.1.0.4 | Edit sprite files (.sprite) |
| GameEditor | 0.0.8.7 | Edit game files (.game) |
| MapEditor | 0.0.0.9 | Edit map files (.aTLMap) |
| CinematicEditor | 0.0.0.1 | Edit cinematics inside a game project |

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# *AuroraGT*
## *Objectives*

- Give to the developer a deeper look into the main Gameloft's tool.

- Show what can Aurora do and what things are not supported.

- Understand the complete game design process.

- Make this information useful for developer's everyday tasks.

# *AuroraGT*
## *Conclusion*

- Knowing Aurora and how it works, is a must for every Gameloft developer.

- The time to understand the whole aurora process is now, since it will become more and more complex in the future.

# *Bibliography*

- **AuroraGT official repository**
  https://terminus.mdc.gameloft.org/vc/tools/AuroraGT

- **AuroraGT main wiki**
  https://wiki.gameloft.org/twiki/bin/view/Main/AuroraGT

# *Contact us*

- Please, we look forward for any suggestions or bug found:
    - send us a mail to World-AuroraSuggestions@gameloft.com