The 21 of November 2022

Initializing repository + starting project development

What do I have at the moment:

1. Already developed old-version game, that has some similarities with app, I want to produce.

New physics, game scenarios and principles of game interacting will be created. Some mechanisms would be updated.

Уже созданная и работающая версия игры, отдалённо похожей на ту, которую я собираюсь создать (физика игры абсолютно другая, однако, некоторые механизмы будут схожи)

2). Main character texture, textures of ground, snakes (1 level villains), lasers, sky and so on

Текстурки персонажа, земли, змеи (враг 1-ого уровня), лазеров и ещё по мелочи.

Knowledges and skills:

1). OrtographicCamera class – comprehensive and powerful mechanism to manipulate camera view and your device overview. What should be seen and what shouldn’t – that’s why camera is useful. Also it helps to solve issues with resolution on different devices.

2). Screens and “Game” instead of ApplicationListener

In case of creating a new high-quality product in libgdx Screens and “Game” should be used to work with In-game screens. With respect to Main Menu, settings, downloading “screen” you should undoubtedly use such things.

3). Textures and batch

That’s how to draw some textures and create them.

4). Simple basics of libgdx and it’s classes and methodes

5). Knowledges of Java development (basics)

Should be realized :

1). Map that is bigger than camera view, moving camera and big in-game world you can explore.

2). Issue of resolution on different devices (only classic phones)

3). No bugs and such filthy things

4). Main Menu screen, settings screen

5). Animation and atlas

6). Some levels

7). Stop button, tools for music etc.

Today 21.11.2022

Creating of project and main targets

1 commit after initializing

After 2- 3commits, I would create a new branch and work in this branch before adding functions into main branch.