Let's use IntelliJ as a game engine, just because we can

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PRESENTER

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ORIGIN STORY

A true IDE

Productivity is messing around and having fun
-Trisha Gee & Holly Cummins

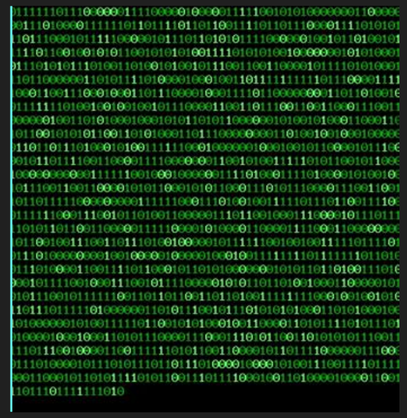
Which means we need to be able to mess around and have fun in our Integrated Development Environment

Rules of Play

No JCEF (Java Chromium Embedded Framework)

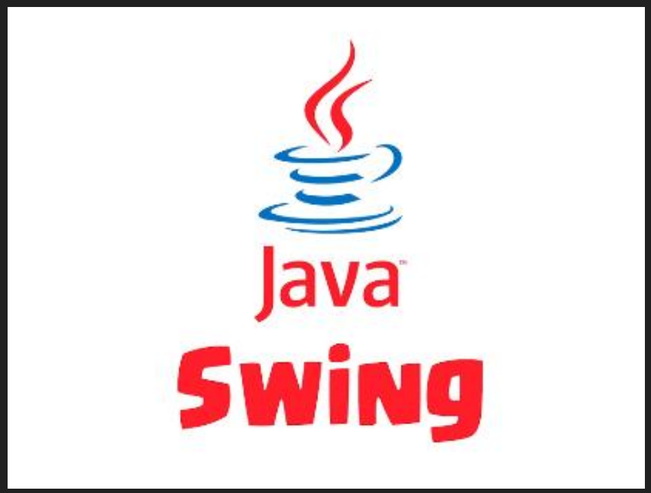
No game libraries (like the Lightweight Java Game Library)

Performance is a must



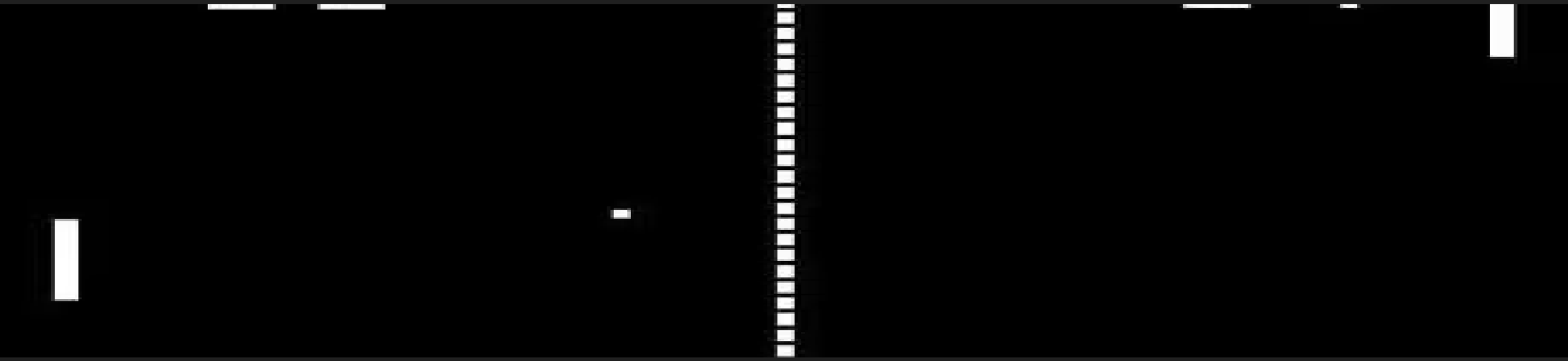
Use code as assets

Our stack

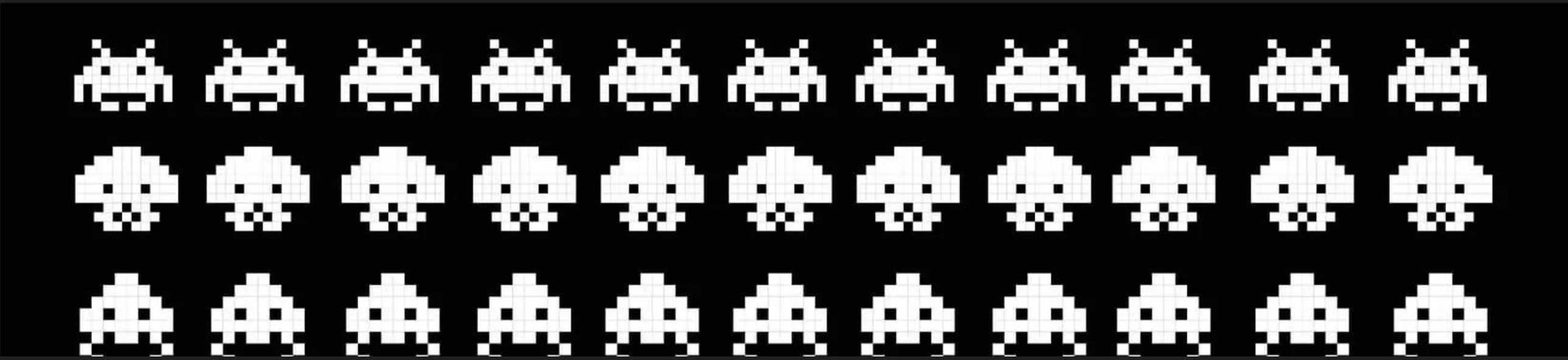


Which game launched the video game industry?

Pong



State Invaders



Packman

Zonic the Testdog

Code Hero!!!

Code Hero!!!

Feature requests

Add MP3/WAV support

De-deprecate PNG support

Add GIF support

Better JBColor APIs please…

More control over when a write action happens

An API to get the latest time between draw frames

API to get color of a letter directly without having to go through the color scheme

One last thing…

Coding is your superpower

Don’t use it wisely

Experiment…

Fool around and find out…

HAVE FUN!

So… can IntelliJ be used as a game engine?

One last feasibility check…

THANKS FOR WATCHING

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https://github.com/glycin/intelligame

Q & A