

# Creating the Game

Add the following code to flutterball\_game.dart

```
import 'package:flame/game.dart';
import 'package:flutter_ball/components/ball.dart';

class FlutterballGame extends BaseGame {

  // make a new game
  FlutterballGame() : super() {
    // make a new ball game component
    var ball = Ball();

    // tell the game about this component
    add(ball);
  }
}
```

We will discuss this code in detail in a moment...

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The Dart compiler needs to know about 2 things in order to build this file:

- the location of the Flame game engine library
- the location of the Ball class

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We create another class – similar to the way we made our Ball class

- BaseGame is a class defined by the Flame game engine. It has all the code needed to handle game components.
- All we need to do is add components to the game – BaseGame does the rest.

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The constructor allows anyone to make a game object by calling  
`var game = FlutterballGame();`

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We call the Ball class constructor to make a ball object. This is a game component.



```
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```

Remember that our FlutterballGame class extends BaseGame. BaseGame has a built-in method called add which we use to add a game component.

That's it. A complete Flame game with one game component.

# Creating the Game

Now that we have our game, the final thing we need to do is to start up the flutter app. This is done in our main.dart file in the lib folder. This empty file should be there already. Add this code to the file.:

```
import 'package:flutter/material.dart';
import 'package:flutter_ball/flutterball_game.dart';

void main() {
  print("starting main");
  FlutterballGame game = FlutterballGame();
  runApp(game.widget);
}
```

The main function is how we run a Flutter application in Dart.

We import the flutter library that runs an app, and we import our game file so we can create a game. The widget property is built-in to a Flame game and it is what Flutter needs to display the game on the screen.

# Running the Game

Save your project. You should see no errors.

Make sure you have a phone connected to your computer or your phone emulator is running.

Press the green run arrow and your app will be built and put on the phone.



# Running the Game

When you run a Flutter program for the first time, it may take a long time to build it and send it to the phone. The next time you build the app, it will happen much faster.

Notice the phone screen remains black.

Nothing has rendered to the screen

You should see print statements showing that the app was started, a ball was created, and the screen size was received.

# Problems?

The code for the game so far can be found here

[https://github.com/shawnlg/flutter\\_ball/tree/01\\_basic\\_game](https://github.com/shawnlg/flutter_ball/tree/01_basic_game)

Or go to the main github site

[https://github.com/shawnlg/flutter\\_ball](https://github.com/shawnlg/flutter_ball)

Click on master branch and select the first one on the list.

Next up: A bouncing ball.