



HELLO!

I am Luan Nico

Software Craftsman, Flutter enthusiast You can find me at @luanpotter





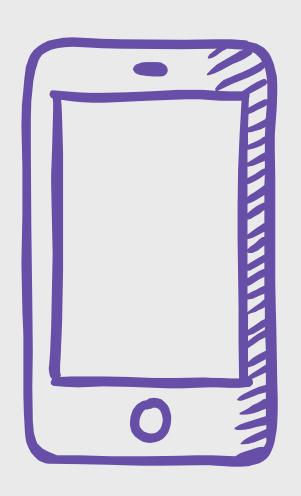




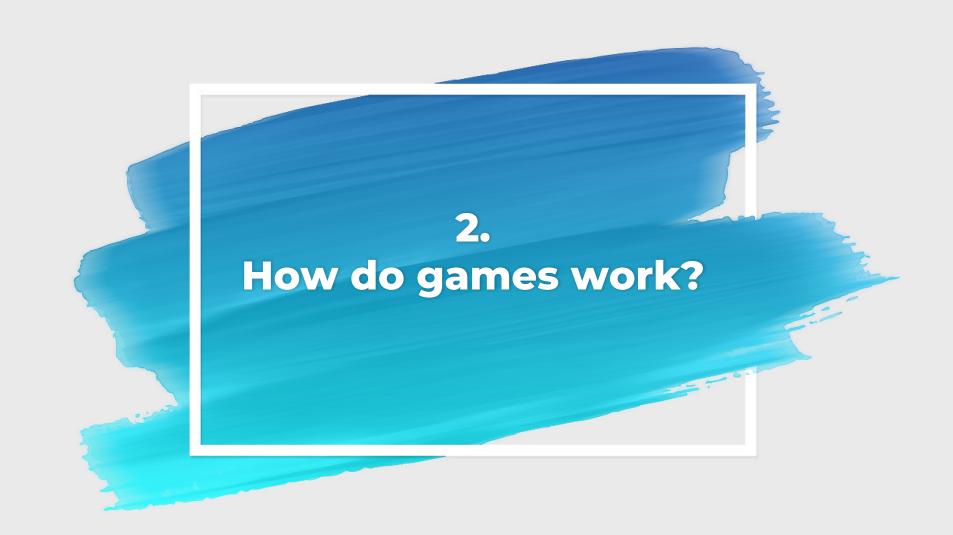
Multimedia Interactive

- Graphics
- Audio
- Text

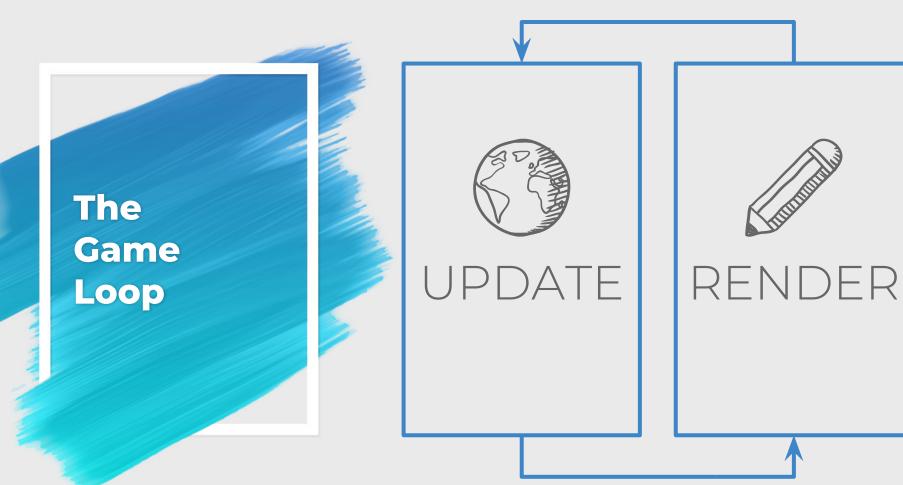
- Input
- PlayerAgency



Note that regular apps might have some of those characteristics as well...









- Direct Low-Level
 Canvas Access
- High Performance
 Animations





Schedule Frame Callback

60 FPS updates



RenderBox

extendable widget

paint method



These are used by Flutter's low-level components!





A minimalist Flutter game engine.







813 F58 Github, Discord, & more

https://github.com/luanpotter/flame



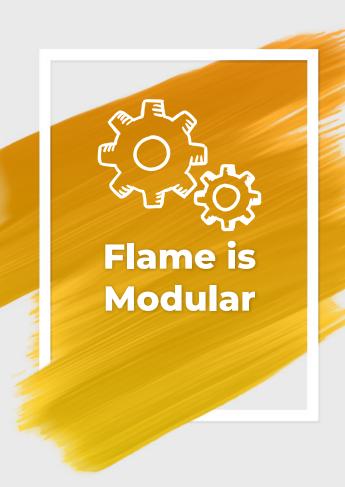
Entry Points

Full Game App

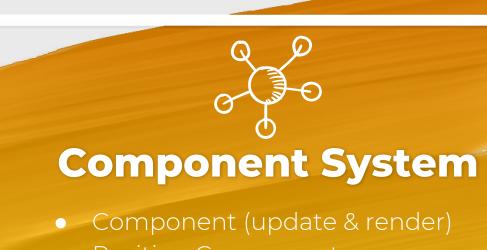
- MyGame extendsGame
- runApp(game.widget)
- There is a BaseGame!

Game as Widget

- EmbeddedGame,SimpleGame
- game.widget in the tree



Sprites and Game Interface Input Handling Animations Component General **Audio Player Utilities System**

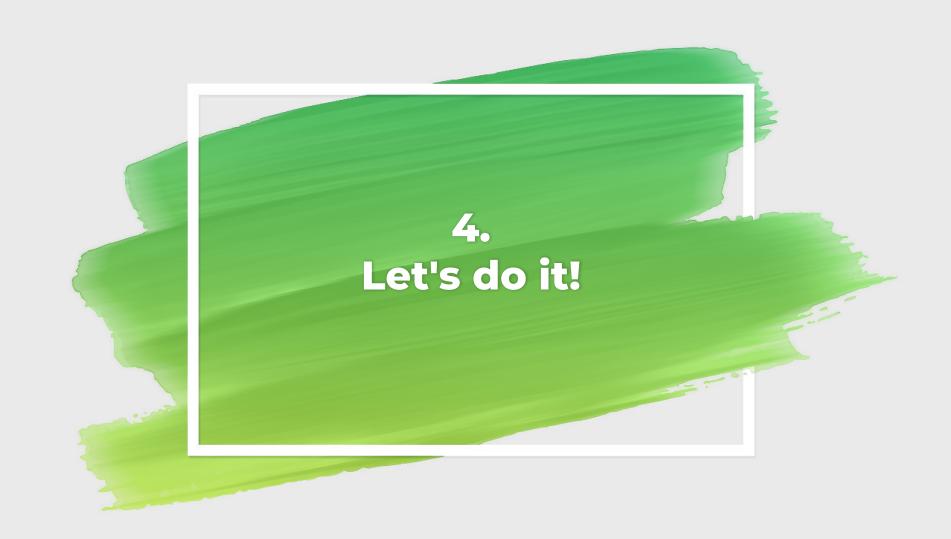


- Position Component
- Sprite Component
- Animation Component
- Many others!

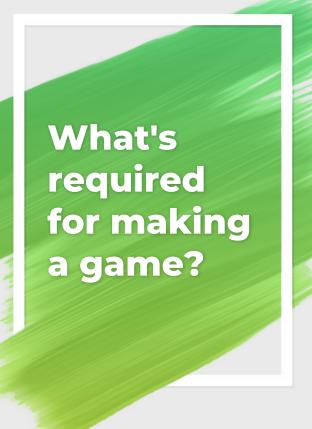


External Modules

- tiled
- box2d
- flame_gamepad
- play_games







Game Design

Level Design

Graphic Assets

Audio Assets

Fonts

PR & Marketing

Coding



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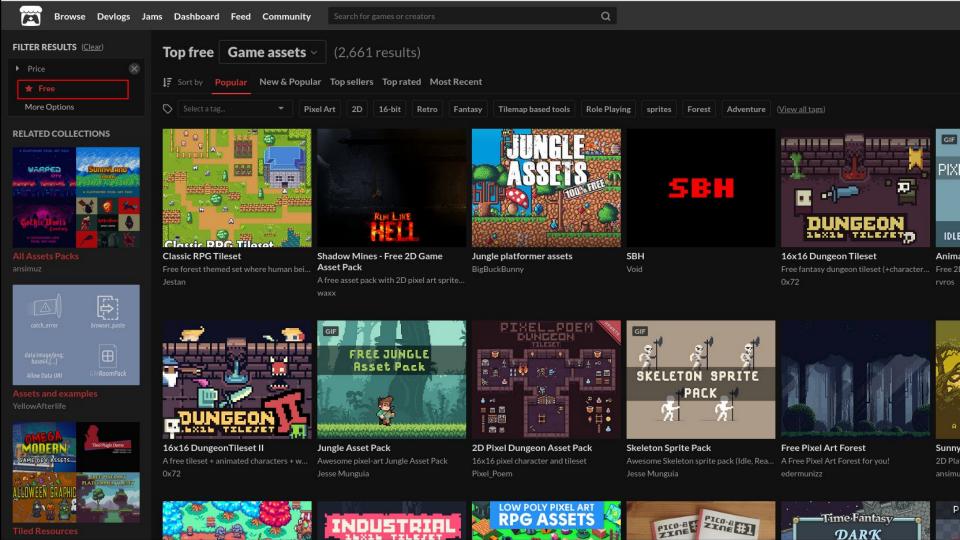
PR & Marketing

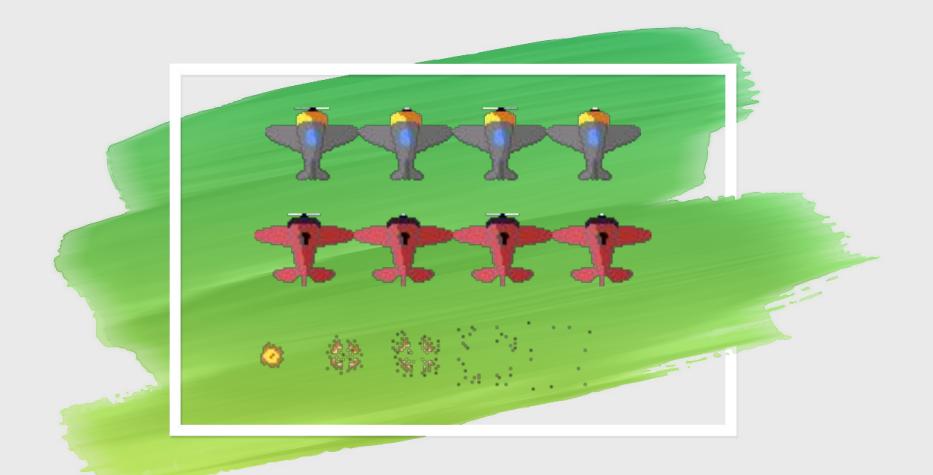
Coding

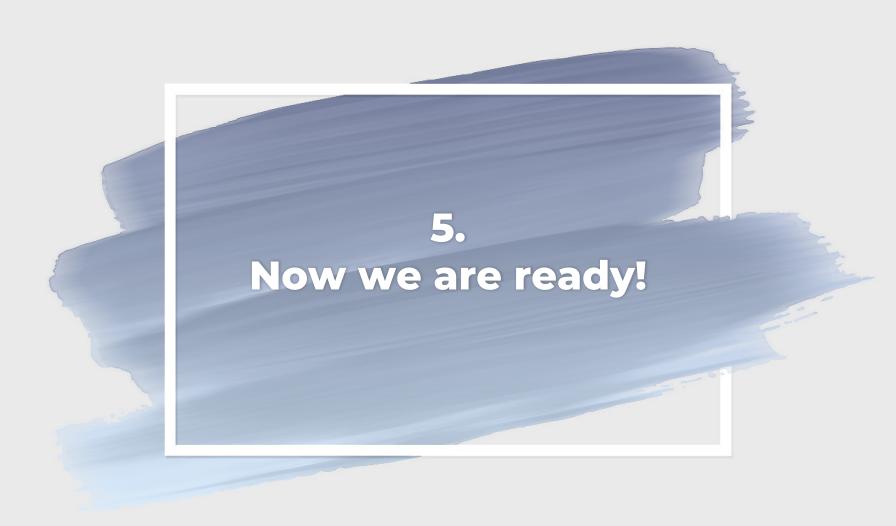
flame helps here



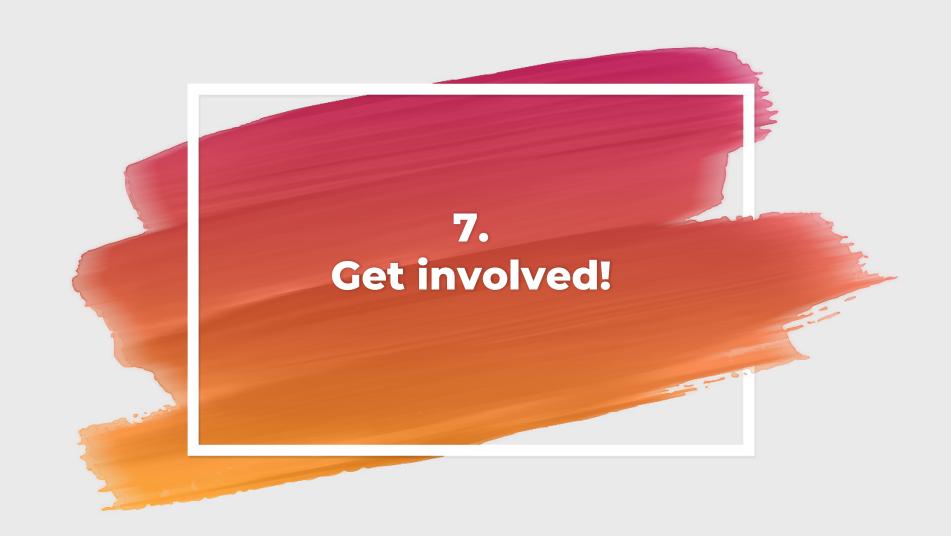












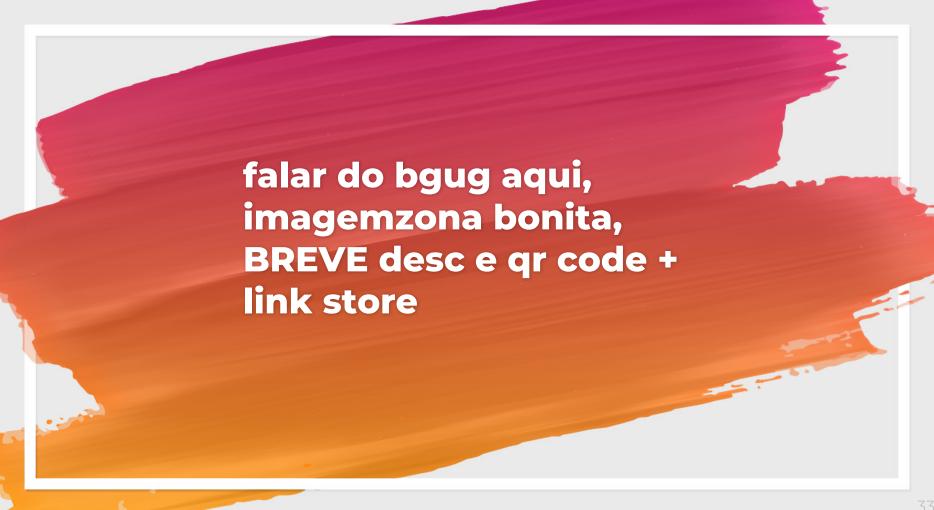


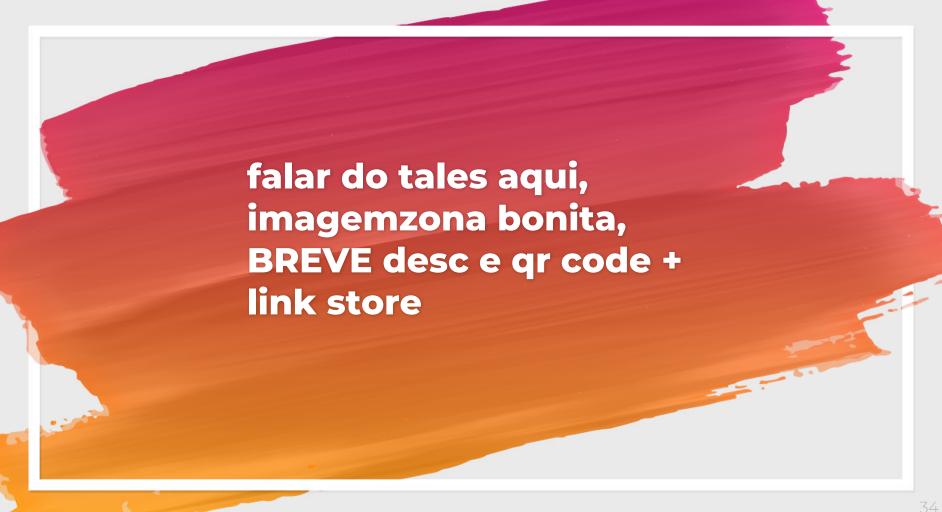
Beginner Tutorial by Alekhin

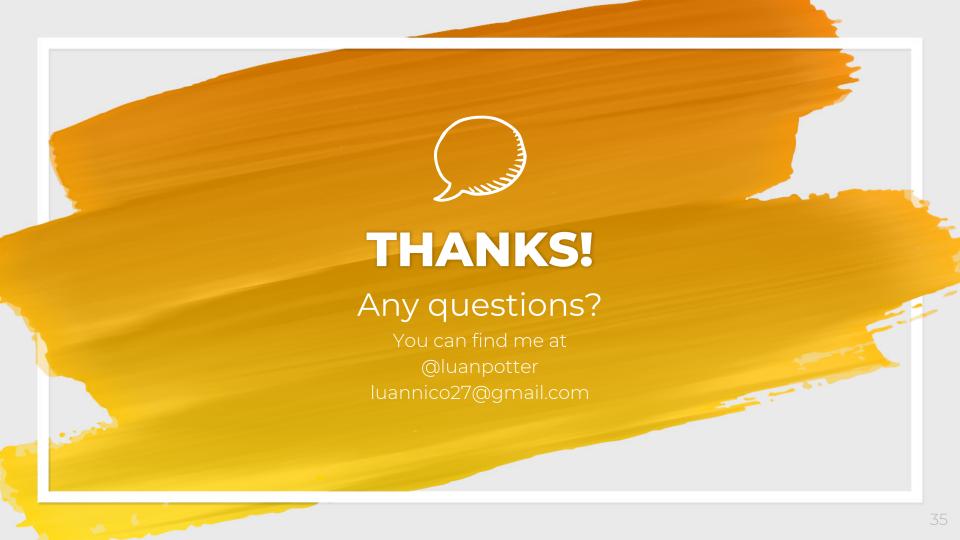
Sprite Sheet
Animations (inside regular apps)

Fire Slime Games

https://fireslime.xyz









Special thanks to everyone that helped create this presentation:

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 - Typewriter by <u>Camille Orgel</u>
 - Et al.
- Game assets and invaluable help from Erick
- Everyone at the community helping flame!