

Notes for New Pong

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30-05-2021

1 What Are We Doing

This project is basically to learn the basic of game development. I think this is good way on tracking the development step by step. Since the original course uses different folder each session it is kind of hassle. I want to make the whole development step into one project or at least one folder.

2 Class in Lua

By default Lua as programming language does not have class. I need to find another alternative if I want to utilize the object oriented programming concept to the coding. Here is the beginning of the learning link. This wiki page of lua-users talk about Simple Lua classes concept.

From the official Lua website documentation there are also some papers that talk about simulating class behavior. We can start from the content of the Object Oriented Programming docs. From there we can follow the link that specific talking about classes. For simplicity sake I will put the link the Classes official documentation page.