

Mélanie Abbet

Programming Basics

Bits and Atoms 1

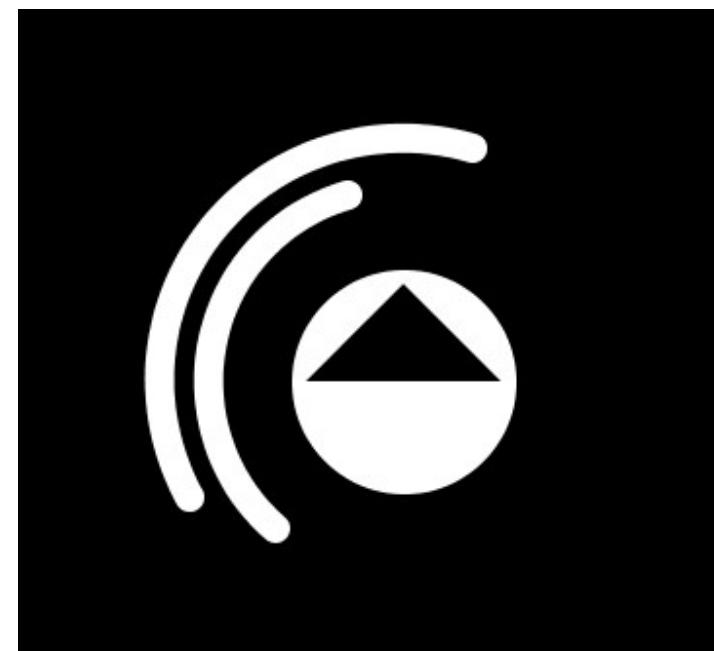
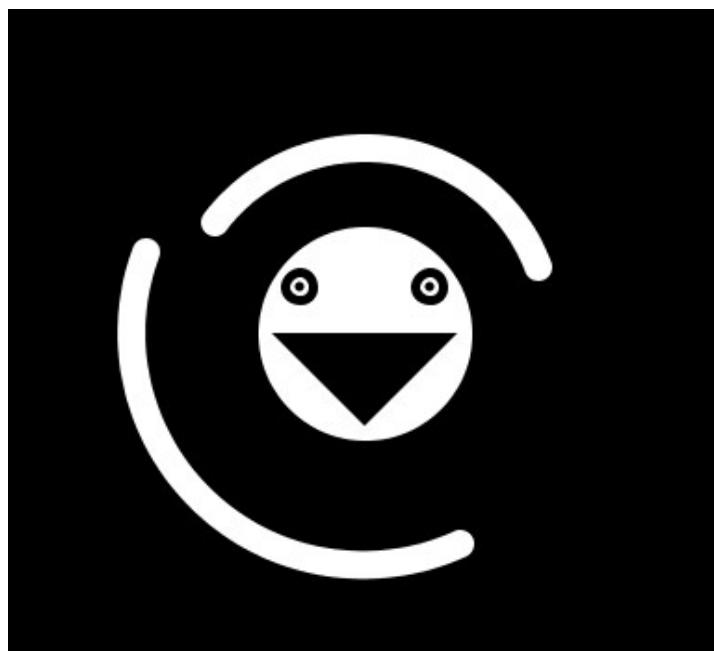
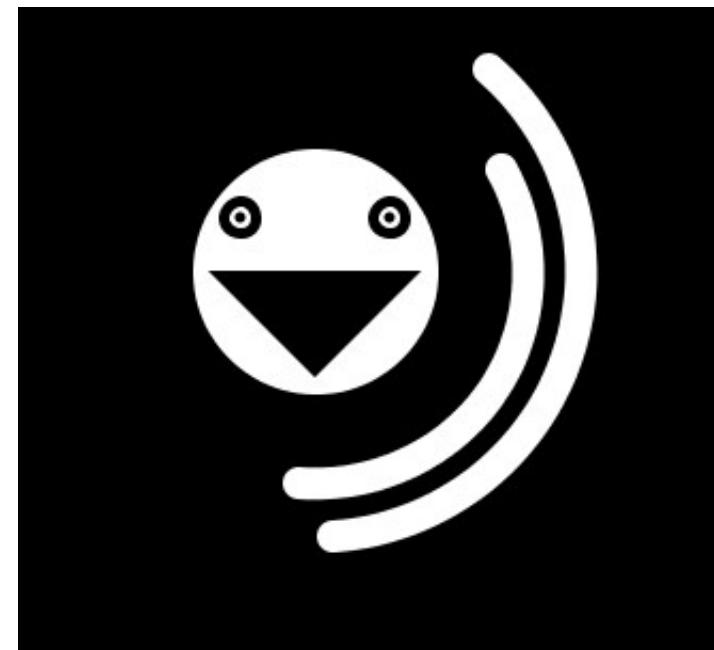
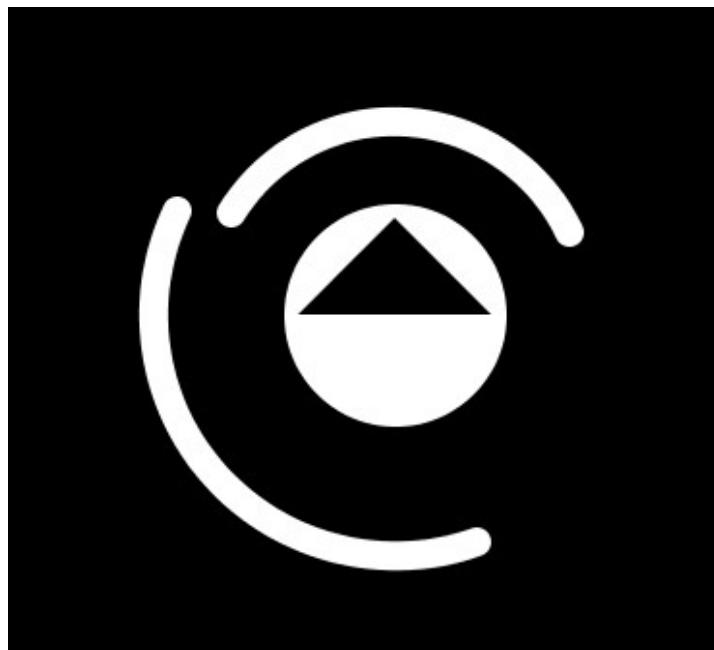
Luke franzke

25.09.2017 - 24.11.2017

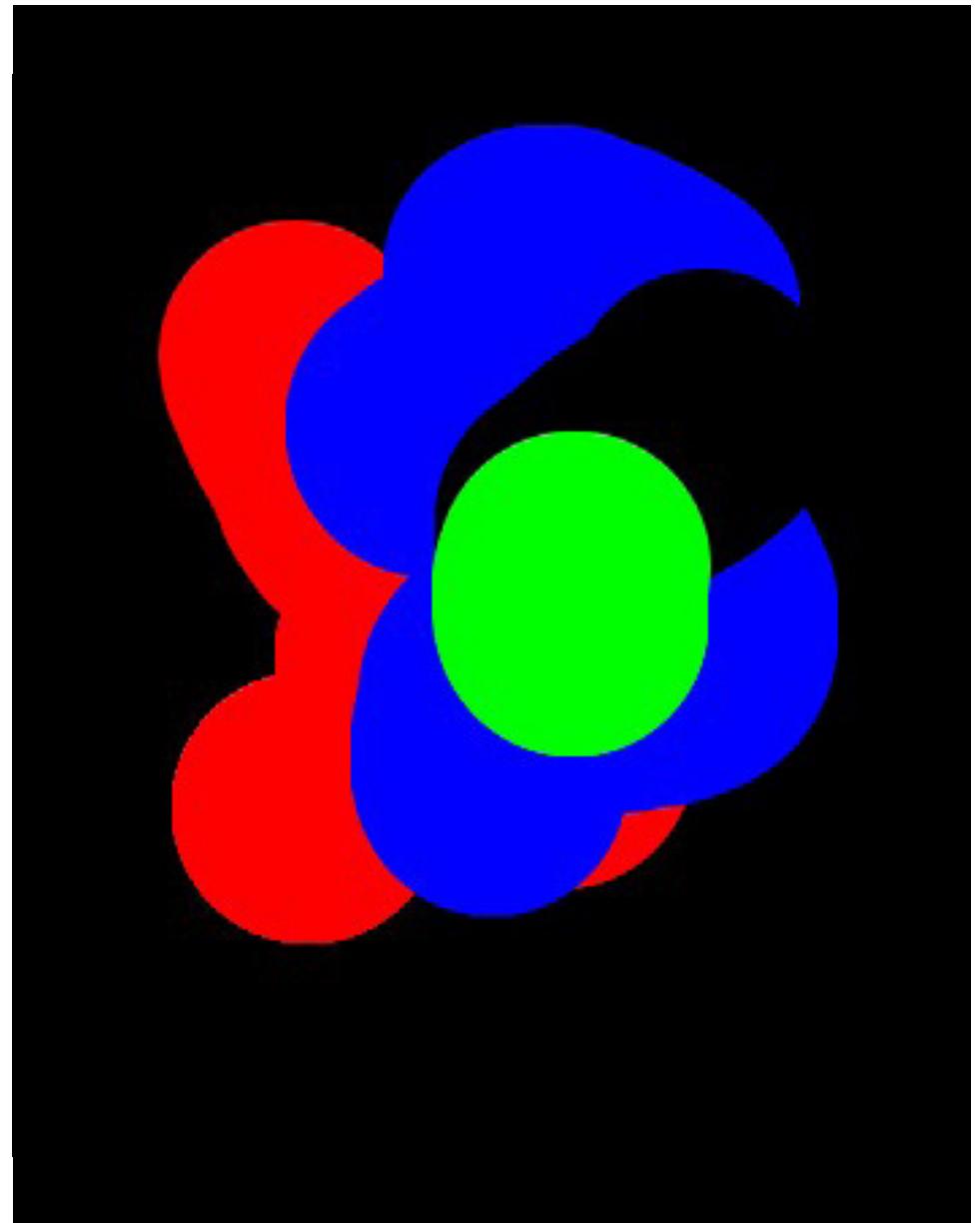
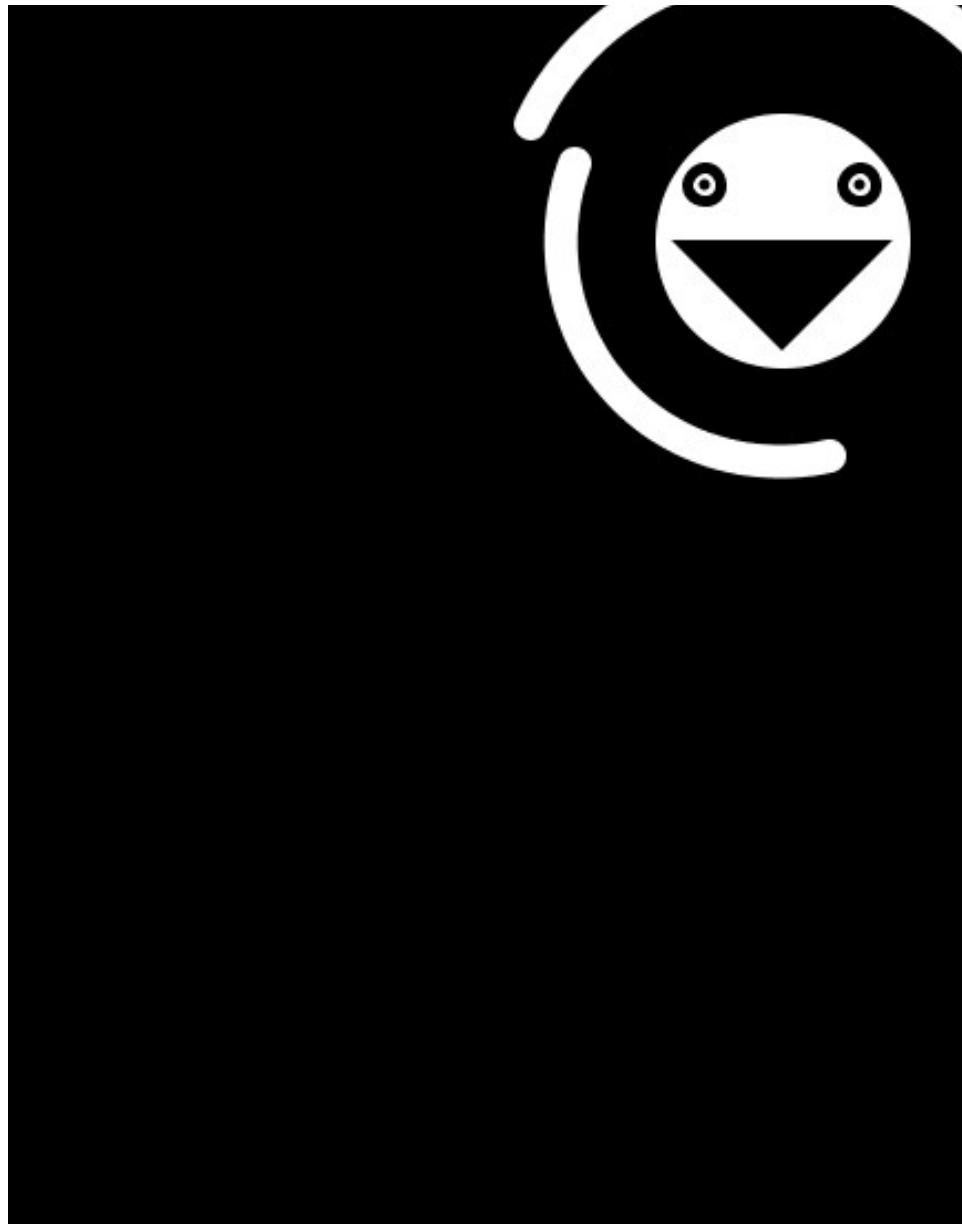
ZHdK, VIAD, 1. Semester

PROCESSING

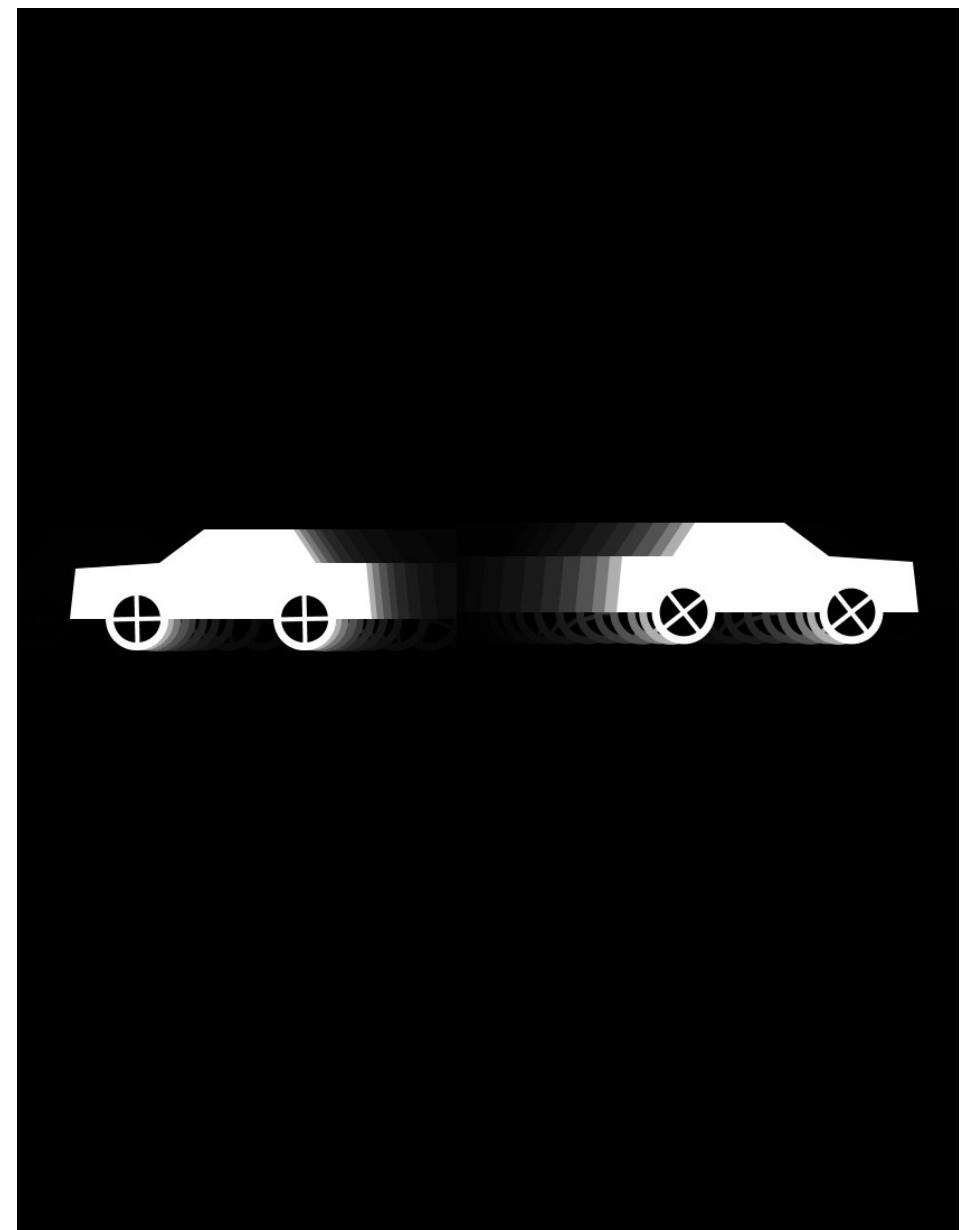
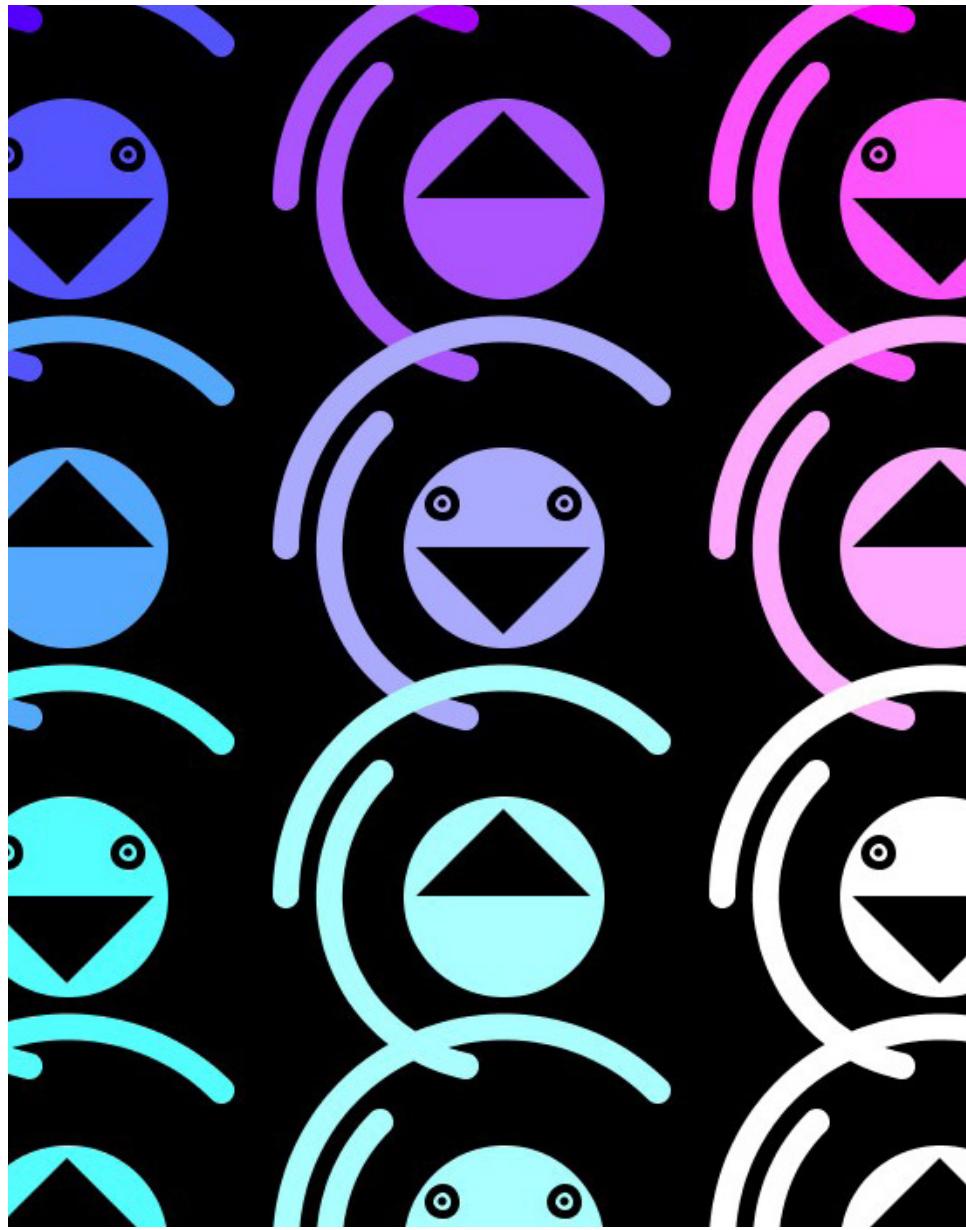
THEORY



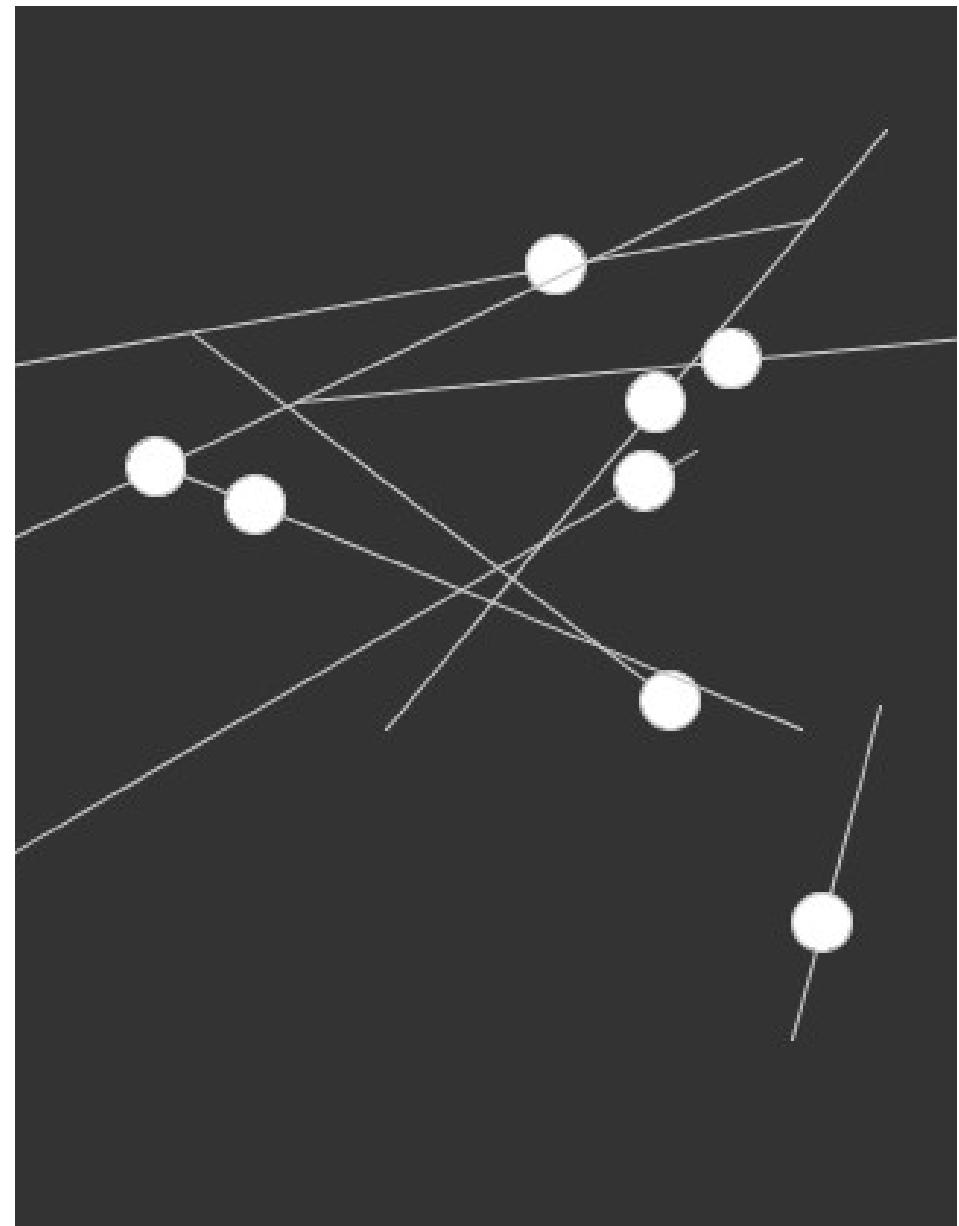
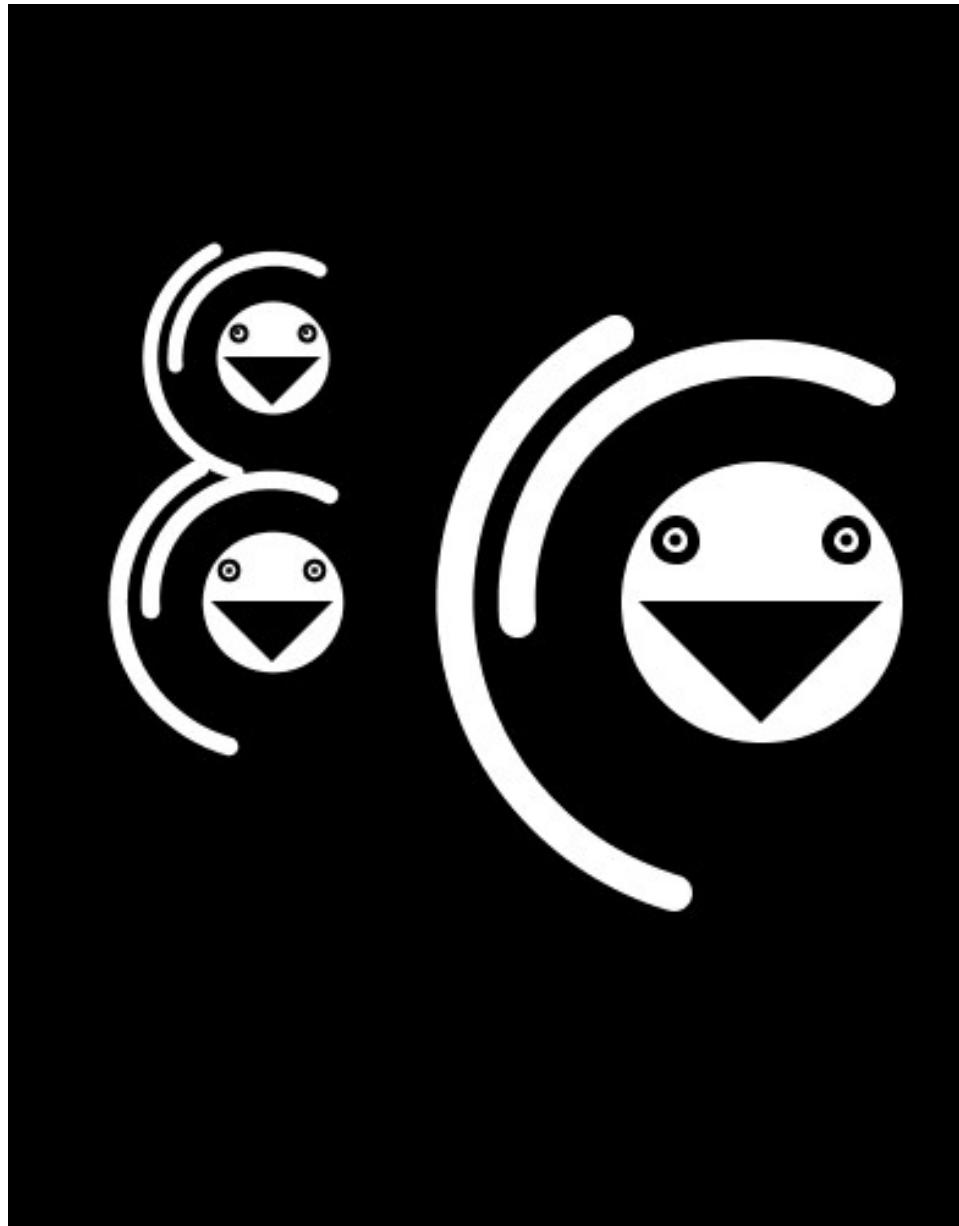
START - VARIABLE - FONCTION



OWN FONCTION - CONDITIONAL



NESTED LOOPS - COORDINATES



CLASSES - OBJECTS

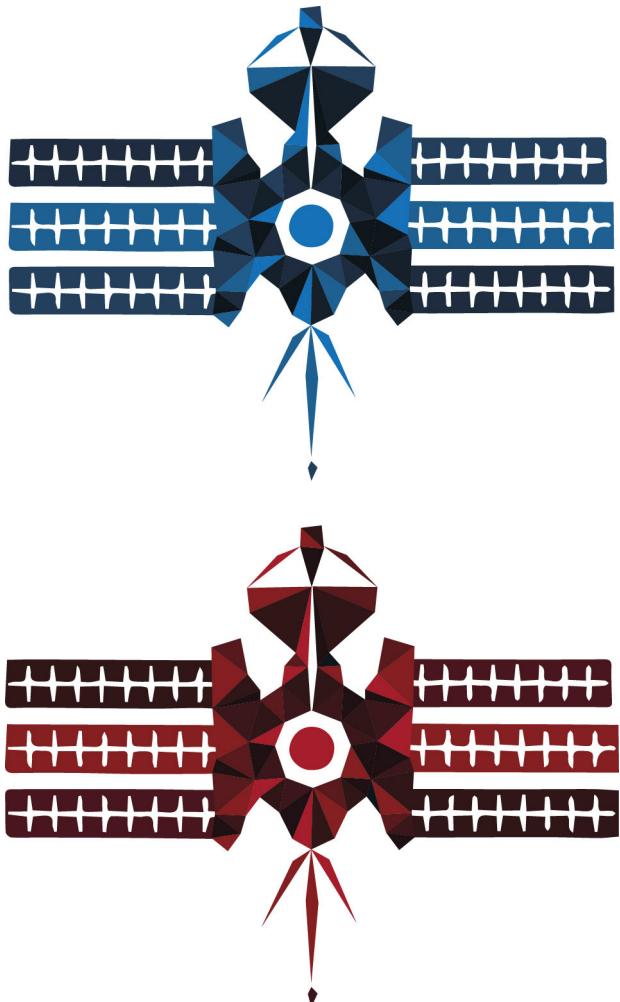
The background of the image is a dark gray or black color. Overlaid on this are several abstract, translucent white wireframe structures. These structures resemble molecular or crystal lattices, with numerous small triangles and lines forming complex, organic shapes that overlap each other.

DOUBLE SPACE

FINAL PROJECT - **GAME**

DOUBLE SPACE

FINAL PROJECT - CONCEPT



PROJECT

Create a game with sound, graphics, interaction and use the knowledge learnt on processing during the lessons.

GAME

My game is a two player game and take place in space. You are a red or a blue ship and had to avoid asteroids of the other color - the red ship avoid the blue meteors - the blue ship avoid the red meteors.

Be carful, if an asteroid touch you are dead.

To avoid the asteroid you can move up and down or you can shoot them.

The goal is to survive until the other player die and to collect a maximum of points.

You can collect points with the time if you stay alive or by shooting bonus.

You win +1 points each second and you win +5 points if you shoot a bonus.

The more the time goes, the more new asteroids will appear and faster they will be.

Take care, if you die you lose all your points.
Good luck.

Double Space

Press SPACE to pause



Press ENTER to play



Try to avoid or shoot the RED one



Shoot them to have more points

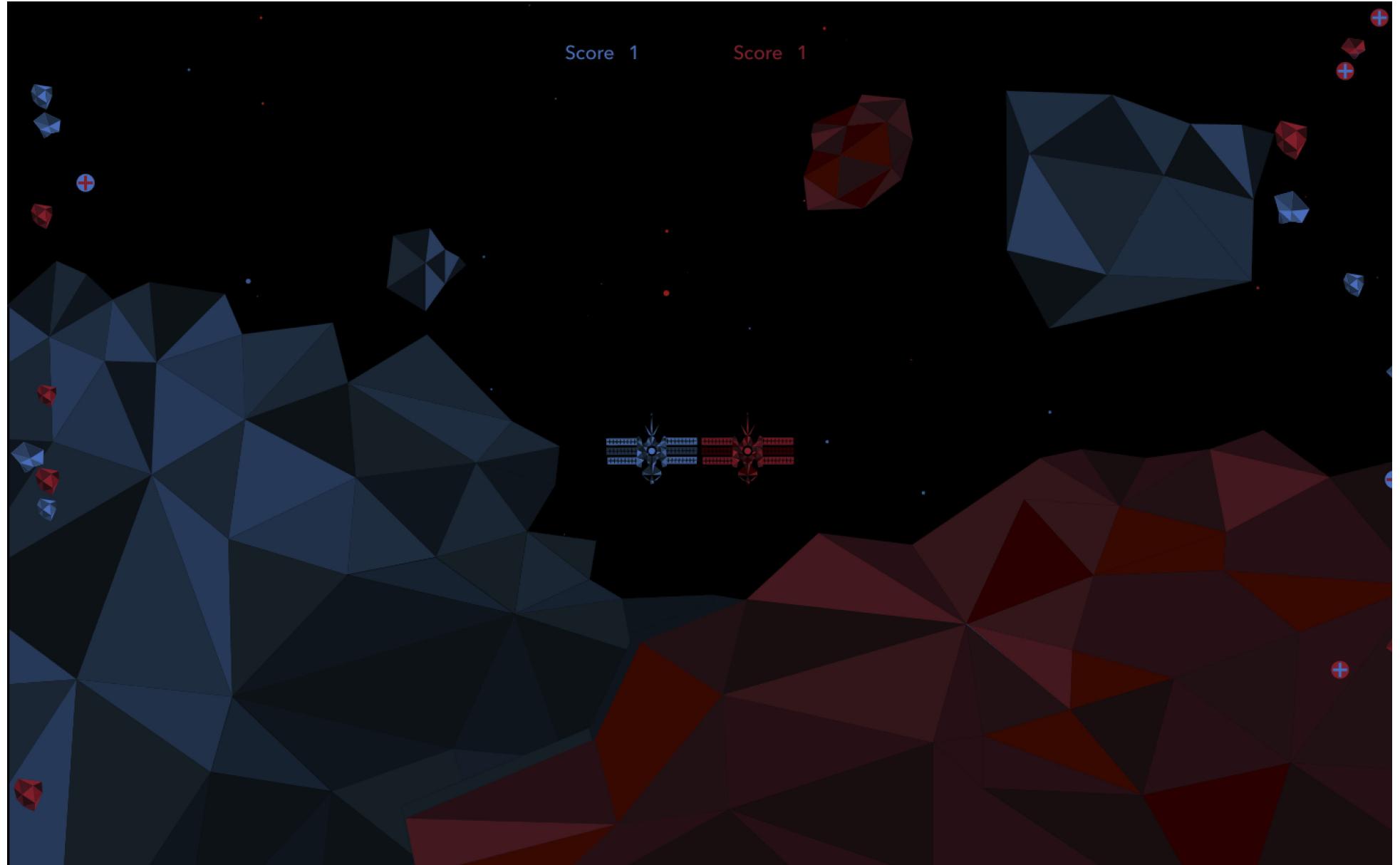
Try to avoid or shoot the BLUE one



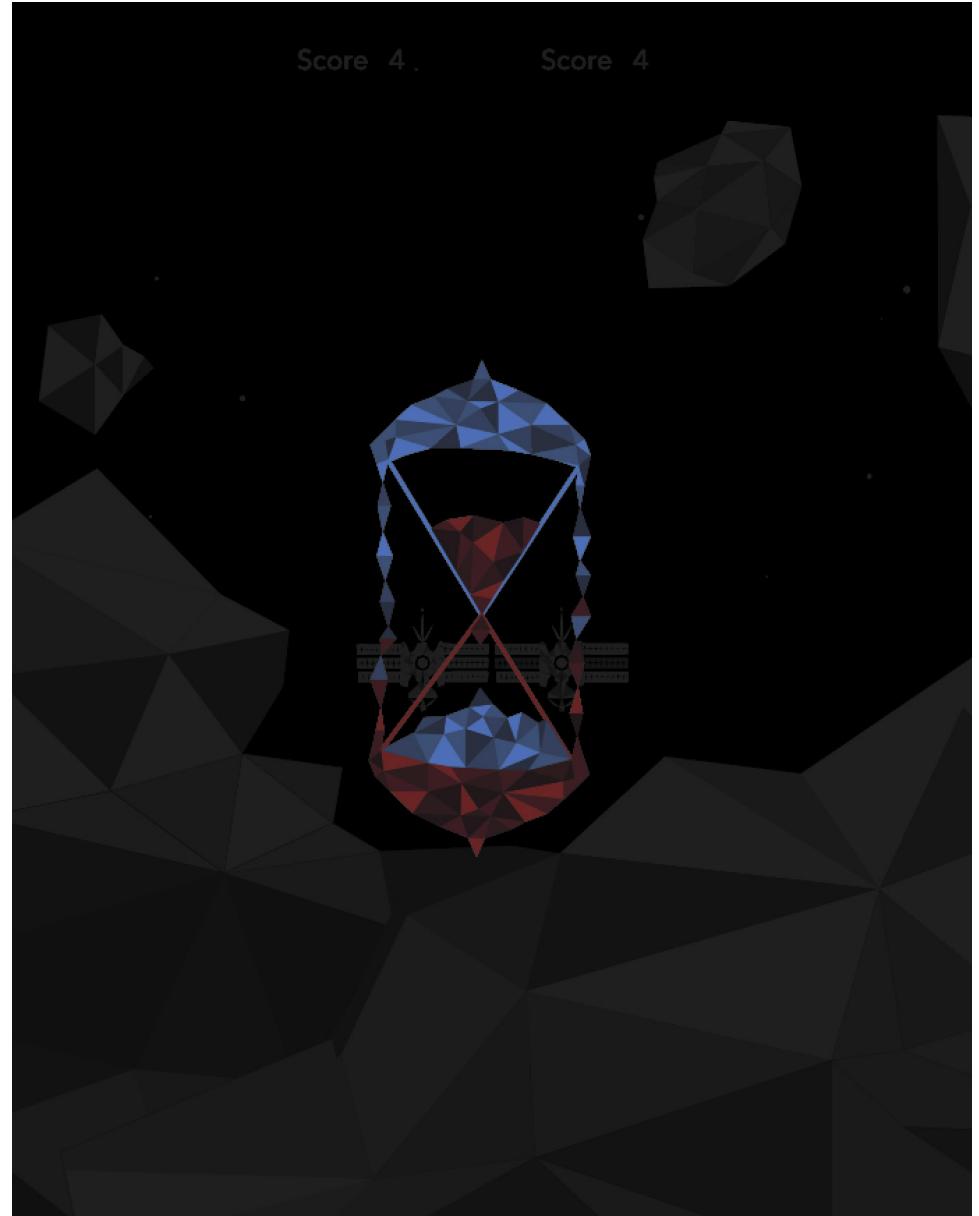
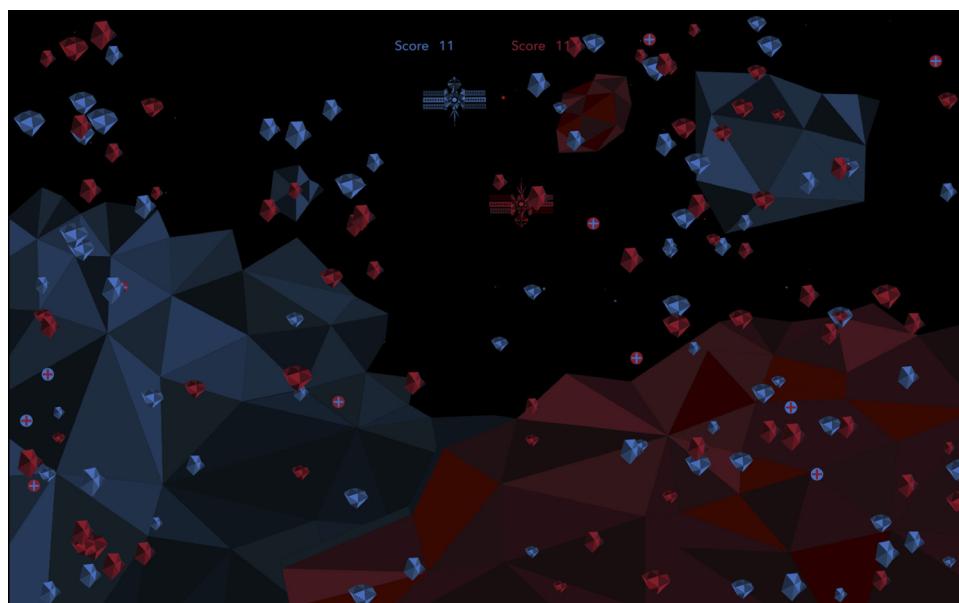
Shoot them to have more points

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FINAL GAME



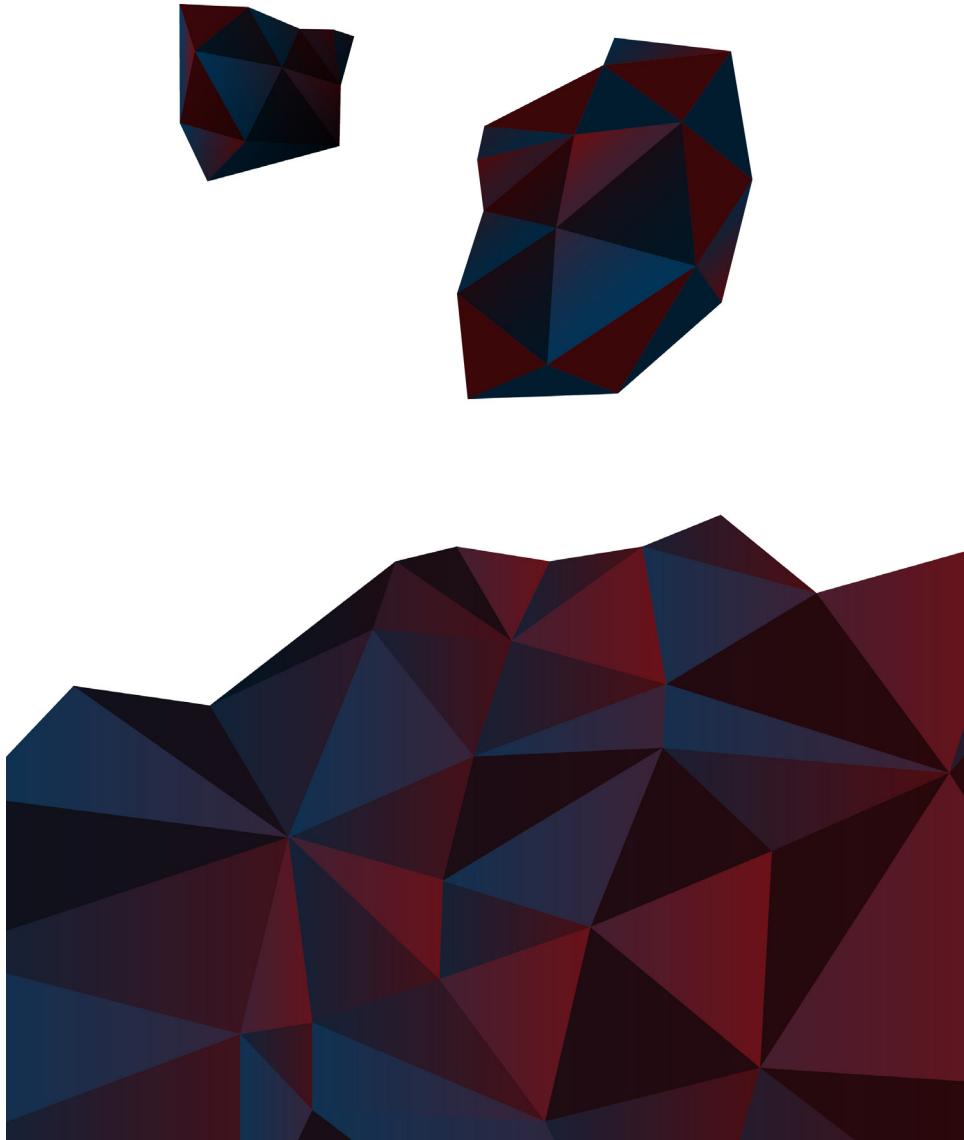
FINAL GAME



FINAL GAME



FINAL GAME



DOUBLE SPACE CHALLENGE

PROCESSING

I don't begin my game from skracht, so the first challenge for me was to understand the basic code we had. By playing with the code, changing some variable, deleted some line I quickly understand how it is working.

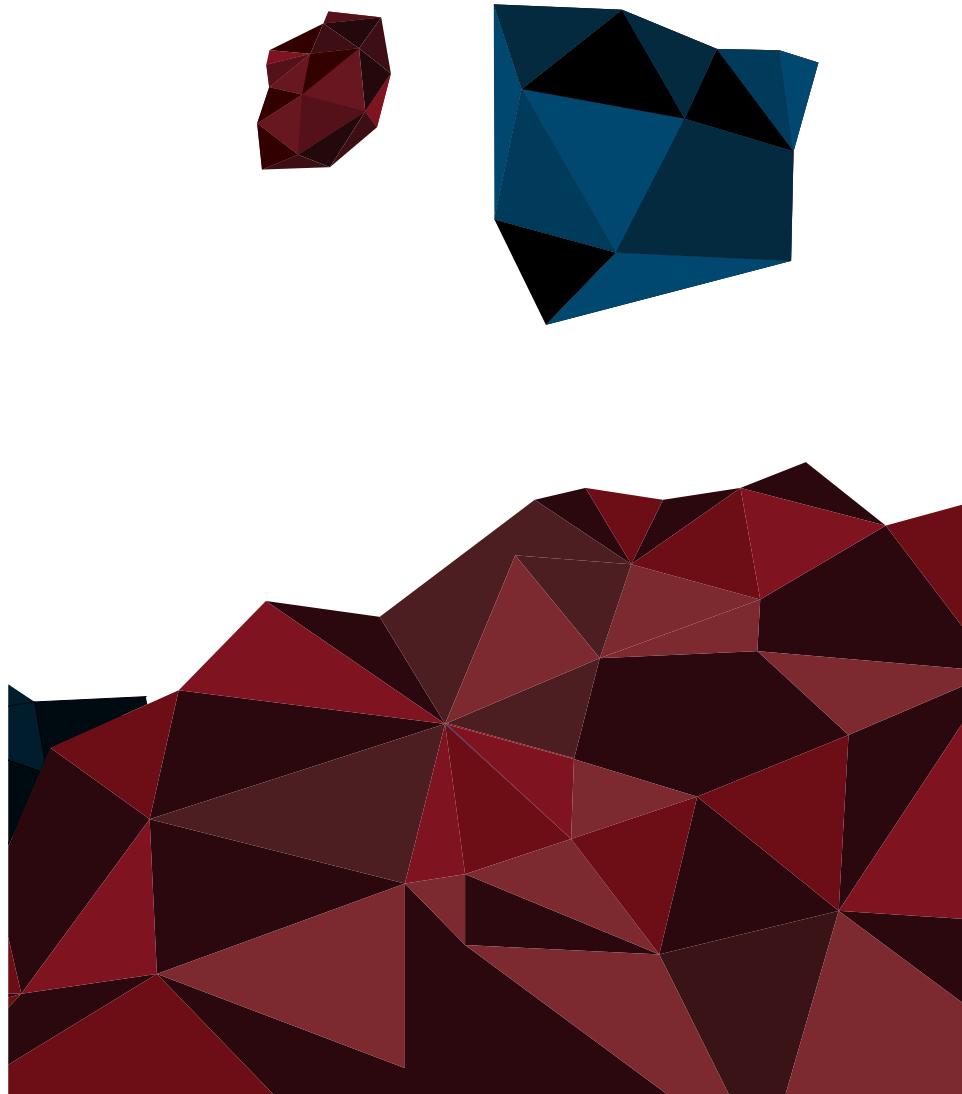
START

I decide to start with the player programmation, so I turn off all the other fonction and I put all my concentration on this stuff, modifying it to have it like I wanted. After that I do the asteroids.

In the fact I did the code first to have a prototype which work and then I begin to add some graphics, ambiance stuff and work with this «ping-pong» style between coding and illustrating.

FEEDBACKS

It was hard for me to play alone this multiplayer game so I ask regularly other people to play with me. It help me to define the difficulty of the game and make some modification, like that the ship has to avoid the other color of asteroids or like add some bonus to make the player moving more.



DOUBLE SPACE

CHALLENGE

GRAPHICS

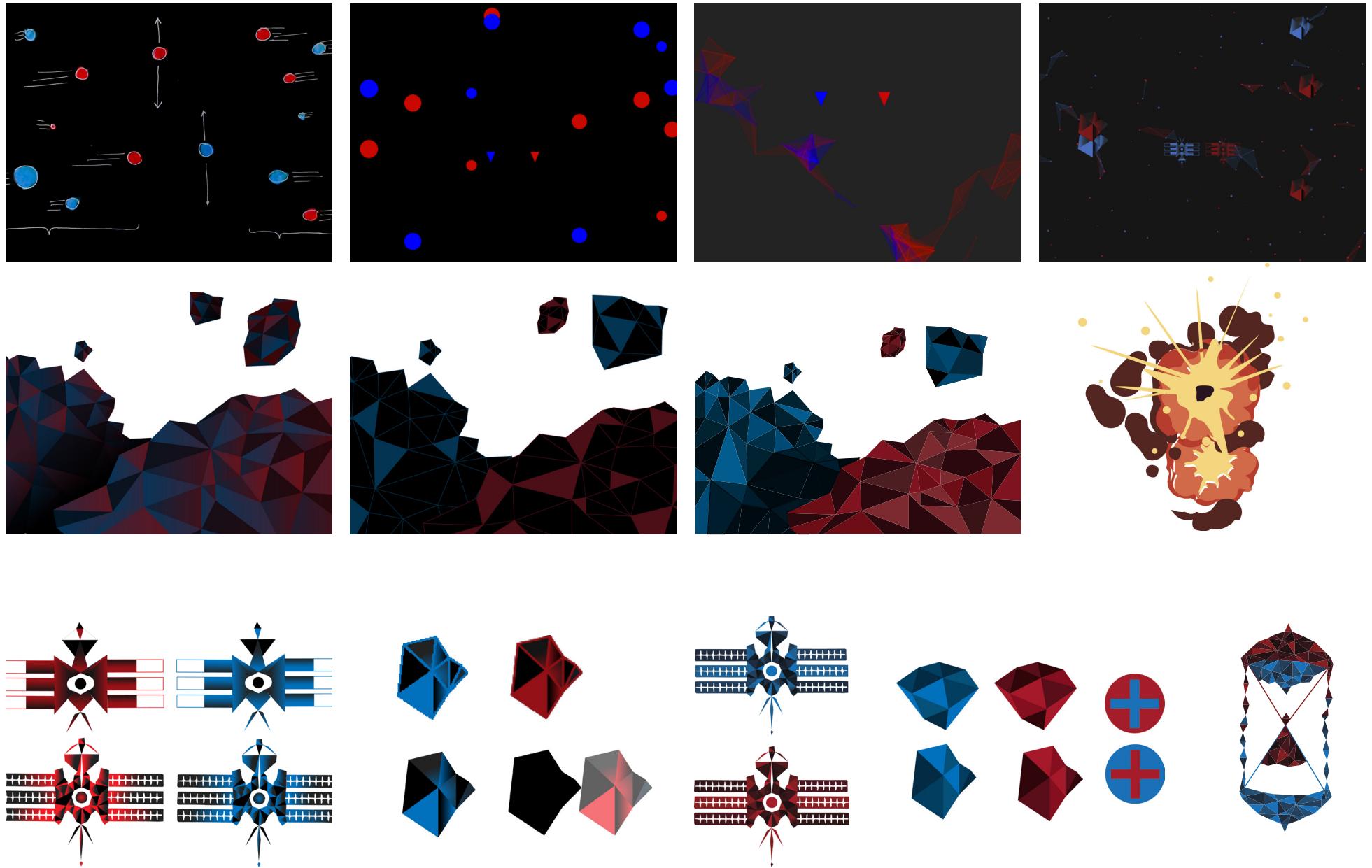
With graphics material to work was really fun. But it was really hard to find a way to do what I wanted with processing, I draw and adjusted the code more time to keep a good framerate counter which make the game playable.

I learn that pictures can be really heavy if you work with transparency and color gradient, so I make at last as simple as possible.

I wanted also have an animated background so I put a parallax effect and I choose then some codes from «openprocessing» modify and change them successfully to add them to my code. I realise at this point the big improvement I make during this work.

I was at last able to add each function I wanted to my code and understand easily other people code.

I then play with sound library, pause function and score, Highscore.



GRAPHICS EVOLUTION