

2D GAME DEVELOPMENT

PONG GAME

→ GAME DEF

Pong is a game where the PLAYER is expected to control a bar in order to avoid the ball entering the goal. The ball starts at one side of the field which is divided in 2, and accelerates at each strike at the players bar. The score increases by one at each goal.

CLASS.

→ CLASS & METHOD.

Player movements → Side to side

→ WRONG

Ball → UP, DOWN, Side to side

Goal → END & RESET THE GAME

Acceleration → increase at each bar strike

ANS: CLASS ~ 7-10 METHODS: 20-100

META-SEMANTIC

First game (available): space war (1962)

Build details.

→ TASK DIV.

DRAW tetromino / MAKE tetromino FALL

ROTATE tetromino PLAY sound when line complete

CODE framework {Library}

→ INVERSION OF

Library code

Control

Next weeks: 2 Hour / DAY (TARGET)

→ WEEK SCHEDULE

Level 2 → Lin GDX intro → Git and GITHUB

Git = version control system → Cloned notes repo

02/11/2019

2D GAME DEVELOPMENT (2D GDX)

→ INSTALLING ANDROID STUDIO → HELLO WORLD (GDX)

→ Import LibGDX Project