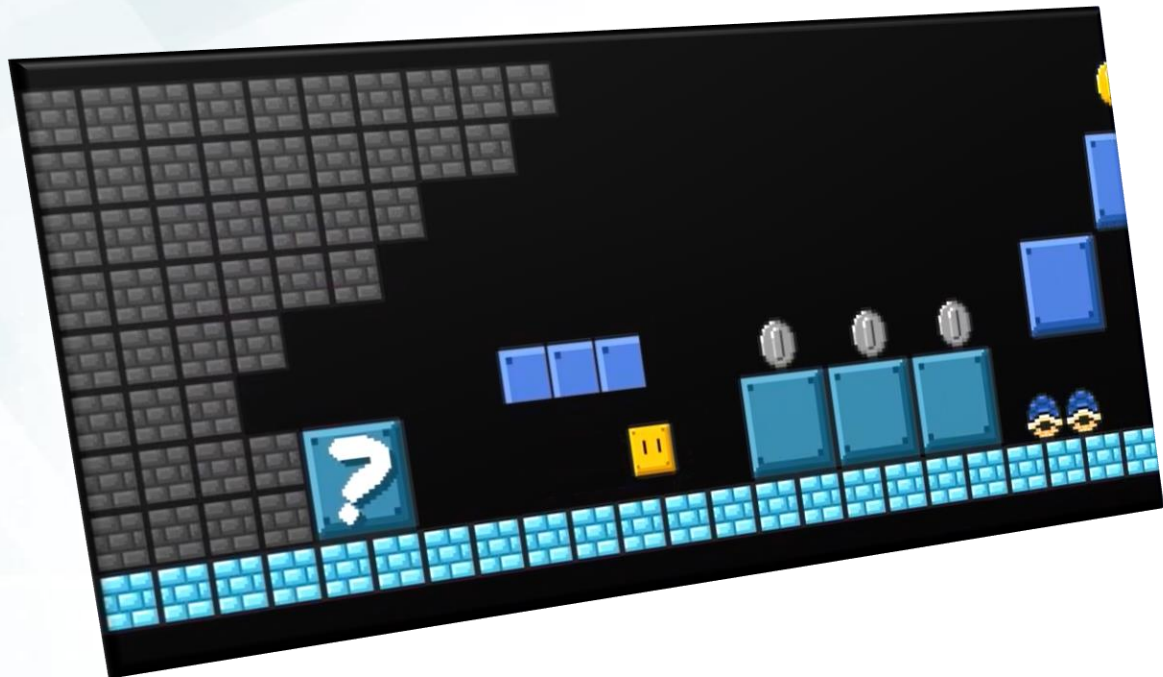
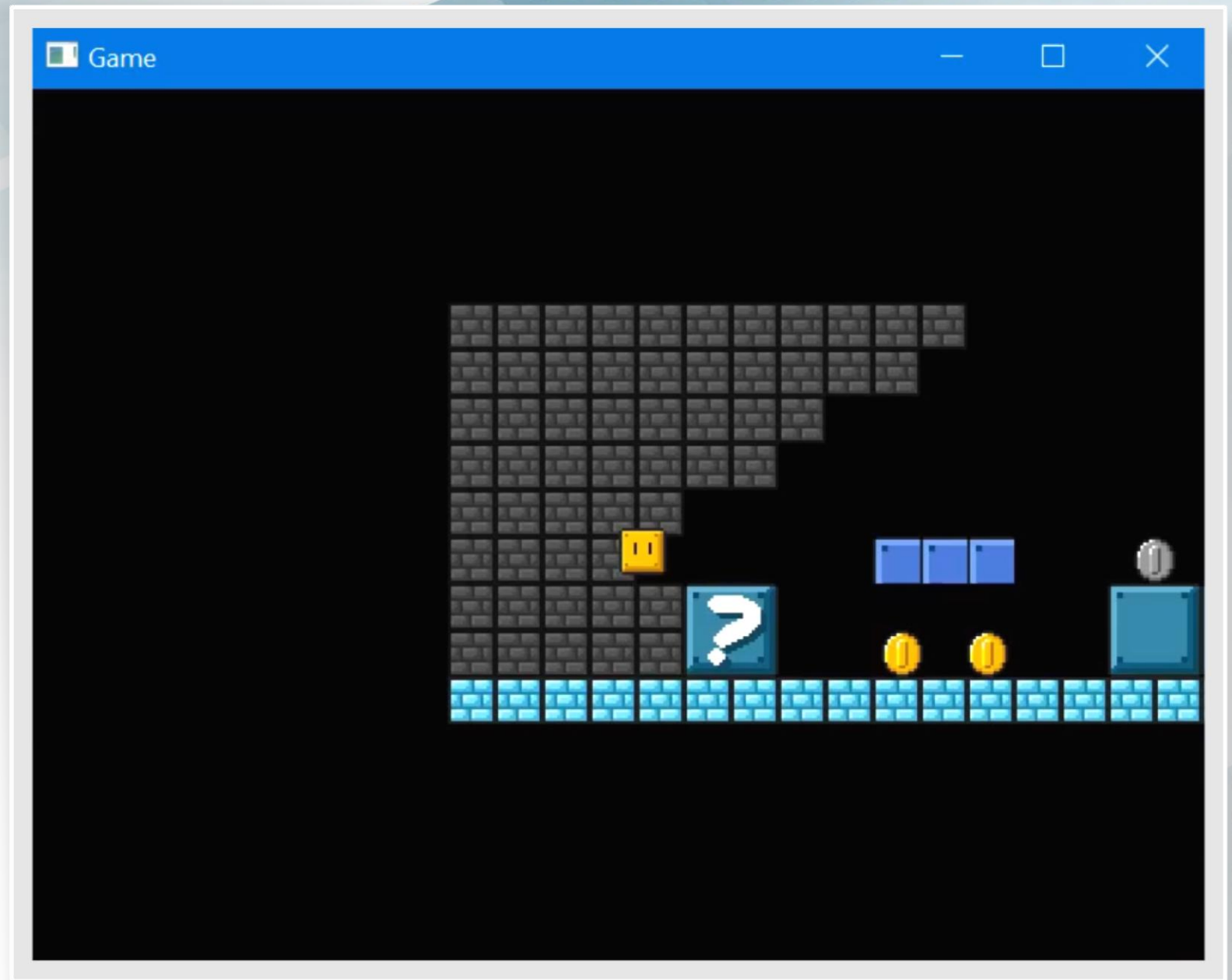


platform game *C++*



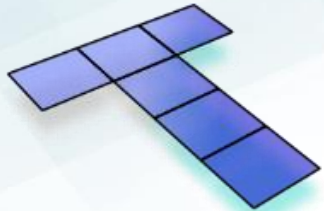
Подготовила: студентка гр. ИДБ-18-11
Скрицкая Д. С.
Преподаватель: Звонарев А. А.

Платфóрмер (англ. platformer, platform game) — жанр компьютерных игр, в которых основной чертой игрового процесса является прыгание по платформам, лазанье по лестницам, собирание предметов, обычно необходимых для завершения уровня.





Microsoft Visual Studio 2017



Tiled Map Editor



SFML

Simple and Fast Multimedia Library (SFML)



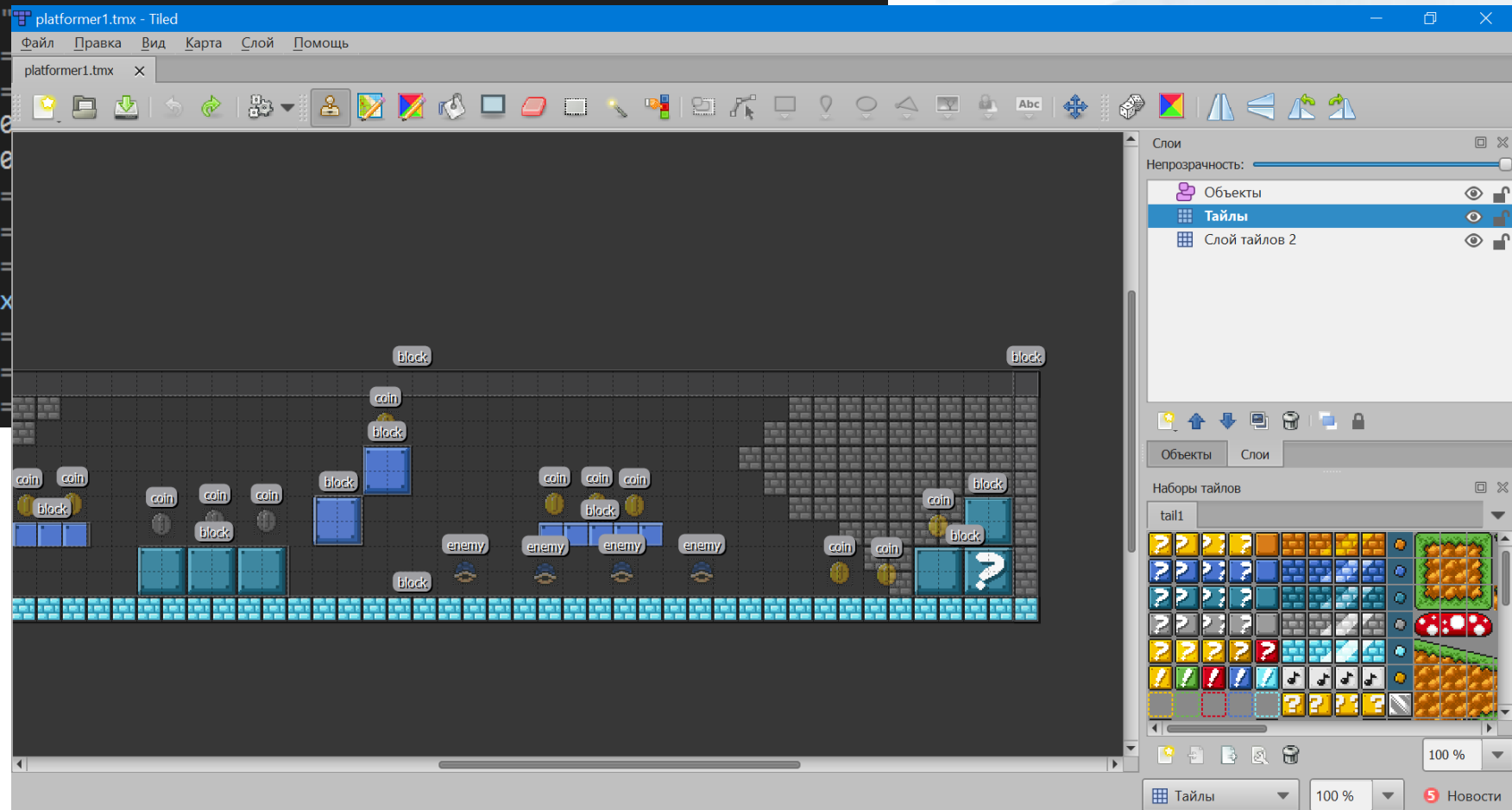
Box2D

Physics library Box2D

```

1009 <tile gid="162" />
1010 <tile gid="162" />
1011 <tile gid="162" />
1012 </data>
1013 </layer>
1014 <objectgroup name="Объекты" width="50" height="10">
1015 <object name="coin" gid="34" x="483" y="93" />
1016 <object name="coin" gid="34" x="146" y="94" />
1017 <object name="block" x="0" y="144" width="800" height="16"/>
1018 <object name="player" gid="274" />
1019 <object name="block" x="146" y="144" />
1020 <object name="block" x="338" y="144" />
1021 <object name="block" x="0" y="160" />
1022 <object name="block" x="0" y="176" />
1023 <object name="block" x="784" y="144" />
1024 <object name="block" x="226" y="144" />
1025 <object name="coin" gid="34" x="146" y="160" />
1026 <object name="coin" gid="151" x="146" y="176" />
1027 <object name="coin" gid="34" x="146" y="192" />
1028 <object name="coin" gid="34" x="146" y="208" />
1029 <object name="coin" gid="34" x="146" y="224" />

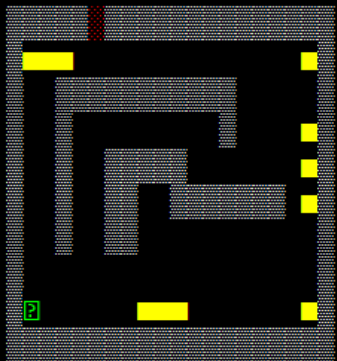
```




```

17 const int columnsCount = 25;
18
19 const unsigned char symbolHero = 2;
20 const unsigned char symbolWall = 177;
21 const unsigned char symbolBox = 254;
22 const unsigned char symbolExit = 176;
23
24 const unsigned char levelData0[rowCount][columnsCount + 1] = {
25     "#####2#####",
26     "#XXX          X#",
27     "# #####      #",
28     "# #         # X#",
29     "# # ##### X#",
30     "# # ## ##### X#",
31     "# # ##      #",
32     "# #         #",
33     "   XXX   X#",
34     "#####",

```



Use AWSKD to move **Hero**. R - Restart level.



```

#pragma comment(lib, "Box2D.lib")
#pragma comment(lib, "sfml-graphics.lib")
#pragma comment(lib, "sfml-window.lib")
#pragma comment(lib, "sfml-system.lib")

#include <string>
#include <vector>
#include <map>
#include <SFML/Graphics.hpp>

```

```

class Level
{
public:
    bool LoadFromFile(std::string filename)
    Object GetObject(std::string name)
    GetObjects(std::string name)
    Window &window
    Size();
    tileWidth, tileHeight
    WindowBounds;
    Image;

```

Благодарю за внимание!