Part V
Animation and Complexity

Fig. V.1 A screenshot of the game Tick Tick

We have shown how to build several different types of games in the previous chapters of this book. In this final part, we're going to build a platform game with animated characters, physics and different levels (see Fig. V.1). The name of the game is Tick Tick, and the story revolves around a slightly stressed out bomb that is going to explode within 30 seconds. This means that each level in the game should be finished within 30 seconds. A level is finished if the player collects all the refreshing water drops and reaches the finish panel in time.

We will put a number of basic elements in this platform game that are found in many other games as well:

- it should be possible to play different levels;
- these levels should be loaded from a text file so that they can be changed without having to change the source code;
- the game should support animated characters, both for the player and the enemies;
- the player should control the actions of the player character that has a capability to run or jump;
- there should be some basic physics in this game to manage falling, colliding with objects, jumping on platforms, and so on.

That is quite a long list! Fortunately, we can reuse many of the classes that we have already developed in the previous chapters in this book. In the following chapters, we will look into all these items on the list. If you want to play the complete version of the Tick Tick game, open the solution belonging to Chap. 30 and press F5.