

2D game development

using lua and löve2d



Level 0

1. *Scripting and why we do it*
2. *Introduction to Lua*

Level 1

1. *Introduction to love2D*
 - a. *Displaying data (Images, text, etc)*
 - b. *Audio*
 - c. *Animations*

Level 2

1. *Handling Game Scenes*
2. *Implementing Camera Module*
3. *Networking with UDP*

Level 3

1. *Solving Artificial Intelligence problems*
 - a. *Path Finding*

Level 4

1. *Advanced features*
 - a. *Physics*

Where to go from here?

1. Keep documenting about love2d (lot more to discover).
2. Start making serious games.