

Managing Game Objects *in love2d*

Few existing problems

How to get character
coordinates in the scene?

How to handle collision
detection?

How to dynamically create
new objects?

Solution

1. Make everything an object

2. Store all objects in a collection

Objects





Enemy



Player



Laser projectile



Ally

Various objects

4 objects have common
features

1. X, Y Coordinates
2. Angle (Rotation)
3. A drawable sprite to be rendered

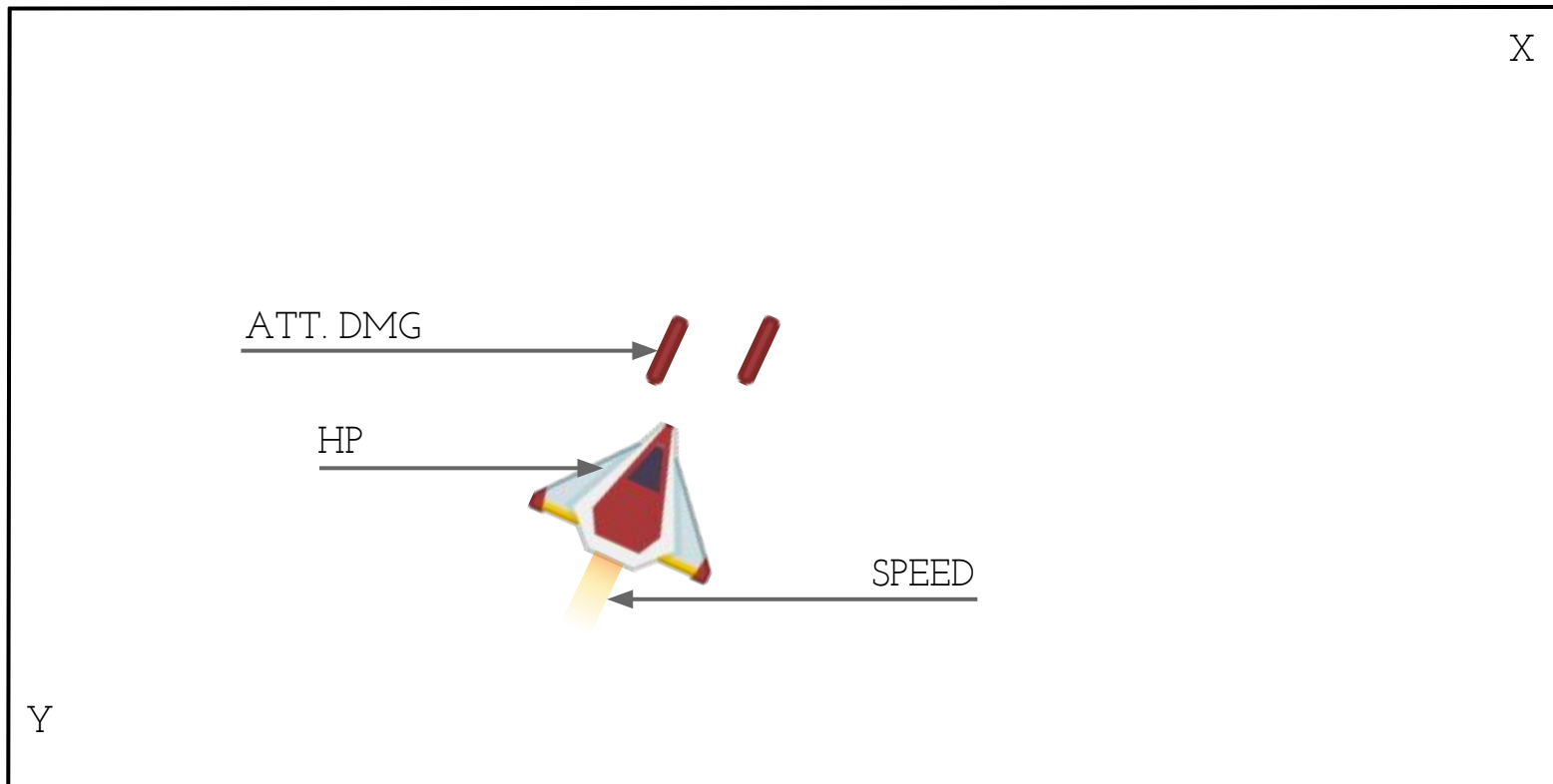
Conclusion

A class **Object** is required

```
Object = {  
    name = nil,  
    x = 0,  
    y = 0,  
    rot = 0,  
    drawable = nil,  
    childs = { }  
}
```

Space Ship





A class *Ship* is required

```
Ship = {  
    hp = 100,  
    speed = 0,  
    x = 0,  
    y = 0,  
    fireDmg = 10  
}
```

A space ship can be either controlled by
the player or NPC

Ship is just a **part** of the player/npc
structure

Player

```
Player = {  
    score = 0,  
    deaths= 0,  
    kills = 0,  
    lives = 1,  
    ownedShips= {},  
    currentShip = nil  
}
```

Extra data

Layer



Distance

