LET'S CREATE A GAME WITH RUBY

Rin

loves 💎 and ☕

```
      1 1 1

      1 1 1

1 1 1 1 1 1 1

1 1 1 0 1 1 1

1 1 1 1 1 1 1

      1 1 1

      1 1 1
```

Wähle ein Feld:

SUCKING AT SOMETHING IS THE FIRST STEP TO BECOME KINDA GOOD AT SOMETHING

DREAM CODE

```
class GameWindow

  def run
    loop do
      update
      draw
    end
  end

end
```

DREAM CODE

```ruby
class GameWindow
  def initialize
    @world  = World.new
    @player = Player.new
  end

  def draw
    @world.draw
    @player.draw
  end
end
```

DREAM CODE

```
class GameWindow

  def update
    if button_down? ArrowDown
    @player.move_down
    end
  end


end
```

ENTER
GOSU
고수

GOSU CODE

```ruby
class GameWindow < Gosu::Window
  def update
    if button_down? Gosu::KbDown
     @player.move_down
    end
  end
end
```
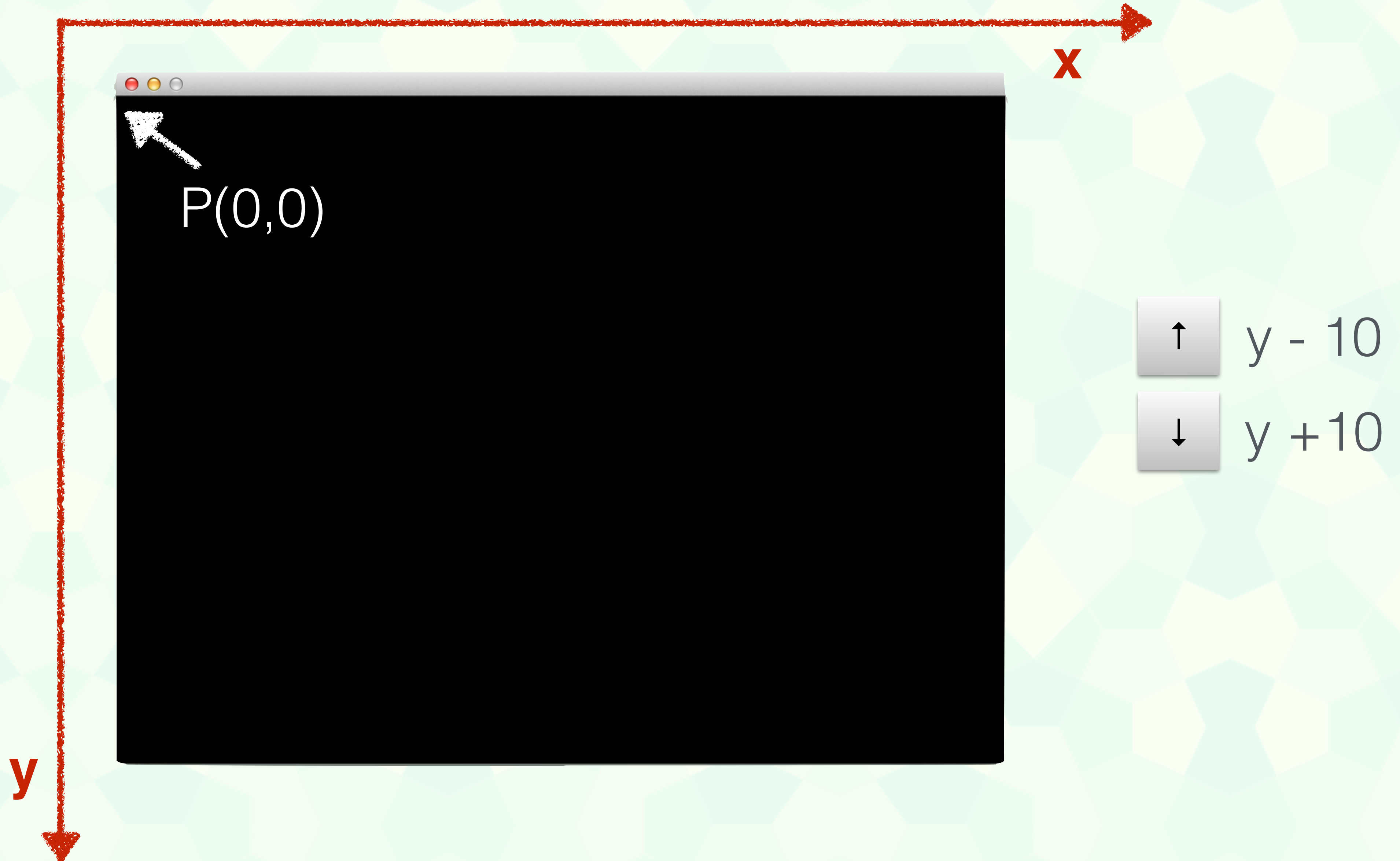
GOSU API

GameWindow
Color
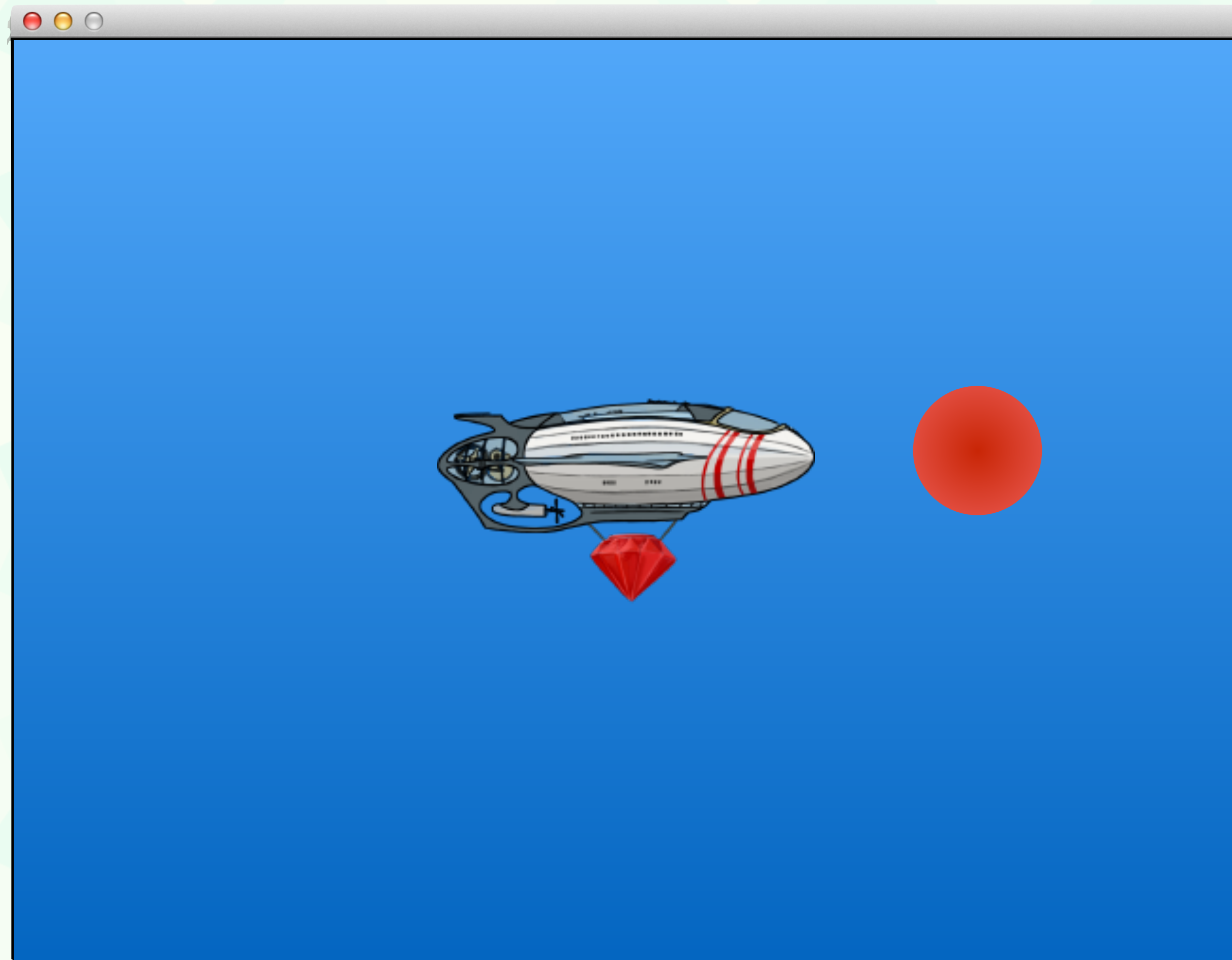Font
GLTexInfo
Image
Sample
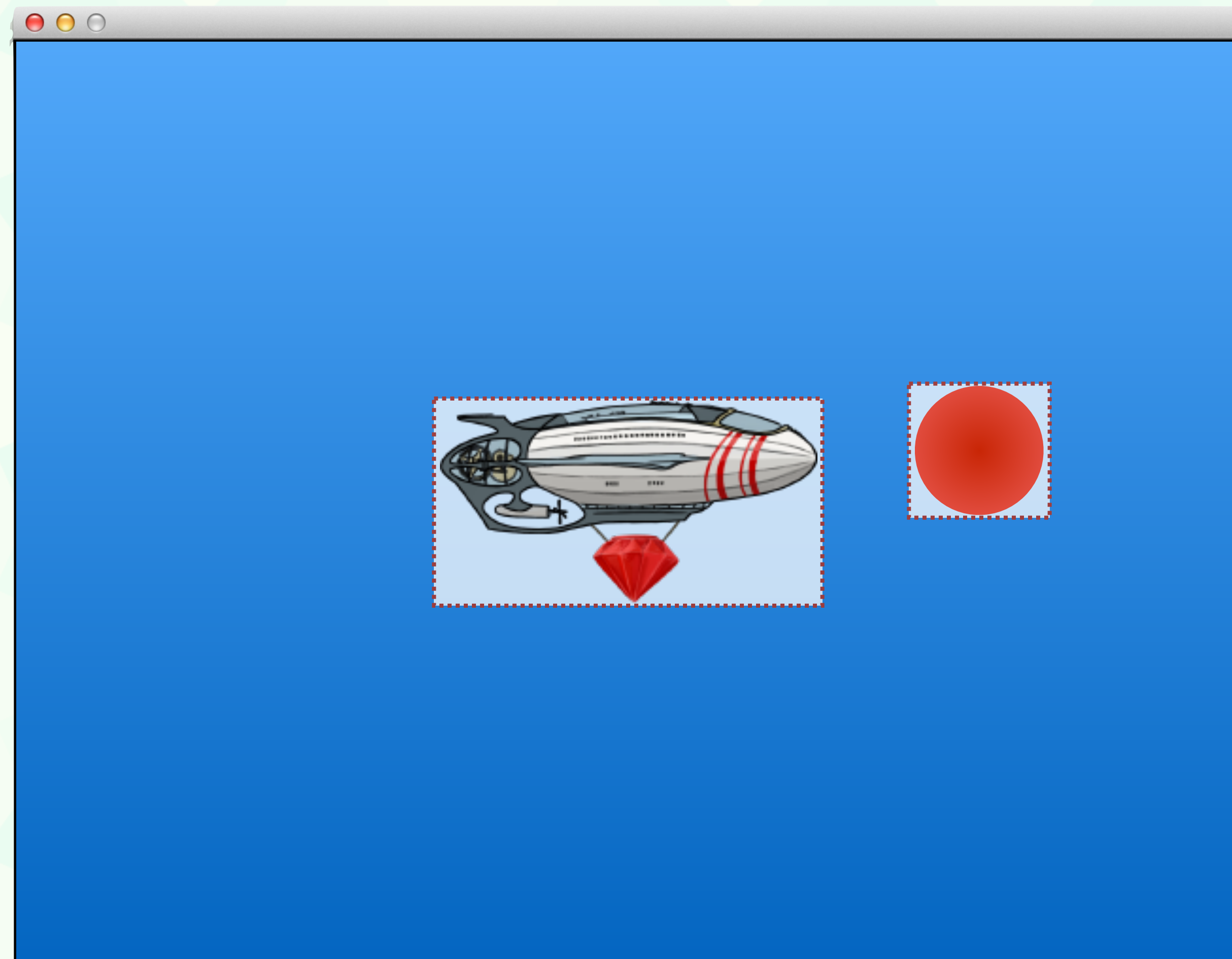SampleInstance
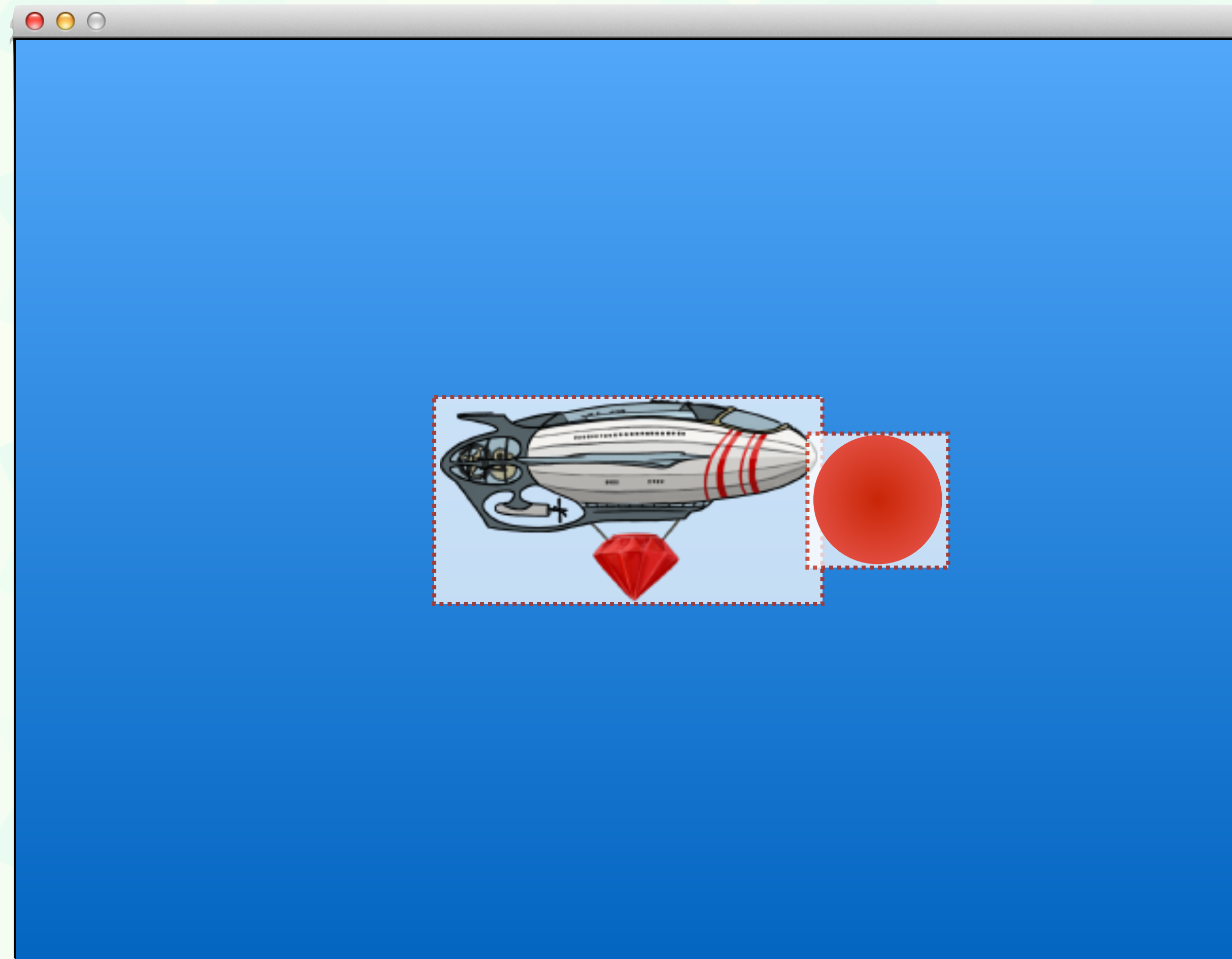Song
TextInput
Window

COORDINATE SYSTEM

x

P(0,0)

y

↑ y - 10

↓ y +10

COLLISION DETECTION

COLLISION DETECTION

COLLISION DETECTION
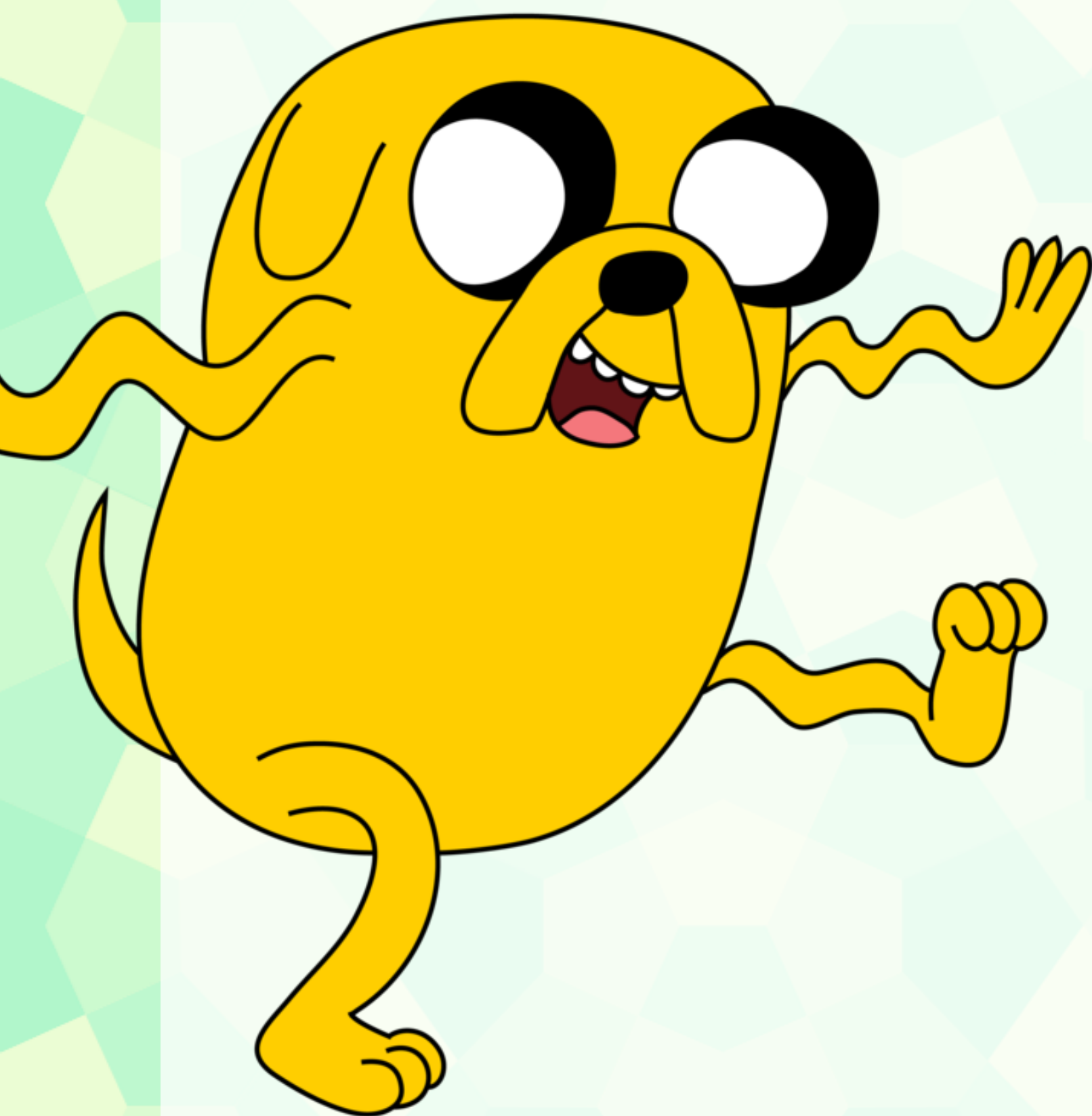
LIVECODING TIME

YOUR TURN

RESOURCES

★ http://github.com/rin/eurucamp

★ Gosu RDoc

★ An Asteroids Clone written with Gosu

★ Another Gosu Sample Game

★ Rapid Game Development with Gosu (slides)

kthxbai

@rinpaku

bitcrowd