



LET'S CREATE
A GAME
WITH RUBY

Rin

loves  and 

EVERYBODY*

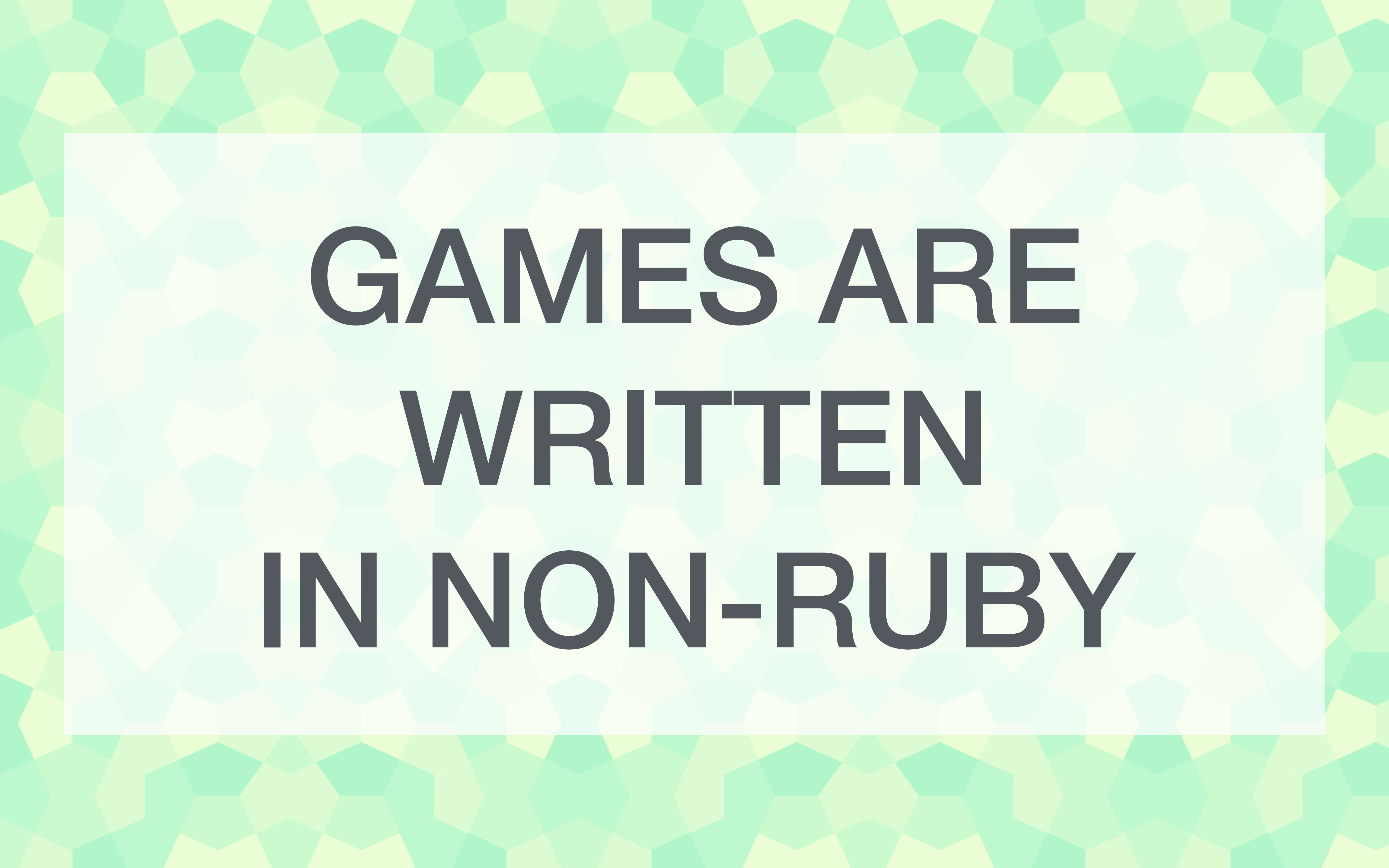
LOVES

GAMES!

**GAMES ARE
WRITTEN
IN C++**



**GAMES ARE
WRITTEN
IN JAVA**



**GAMES ARE
WRITTEN
IN NON-RUBY**



WRONG

GOSU

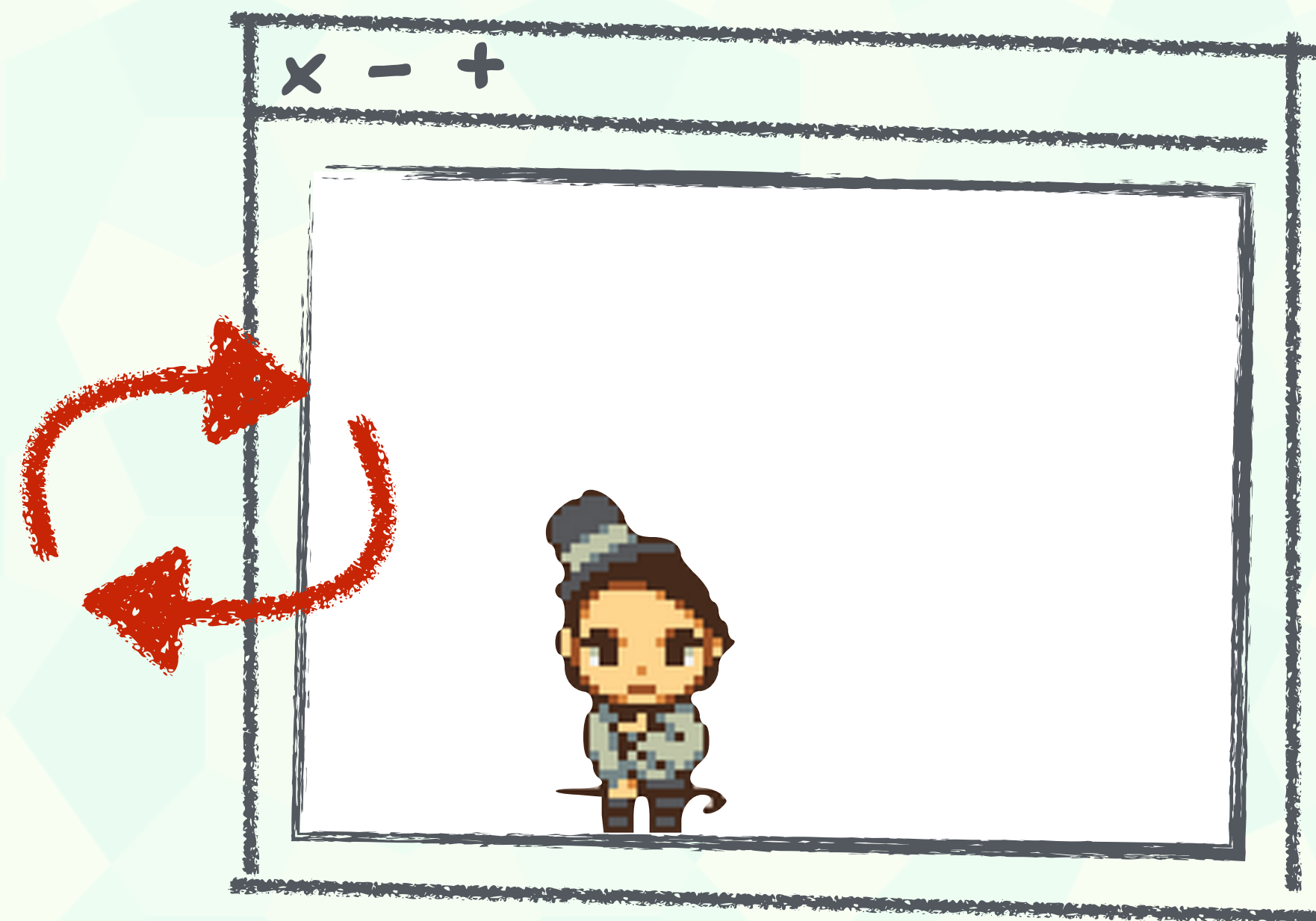
고수


```
class Window
```

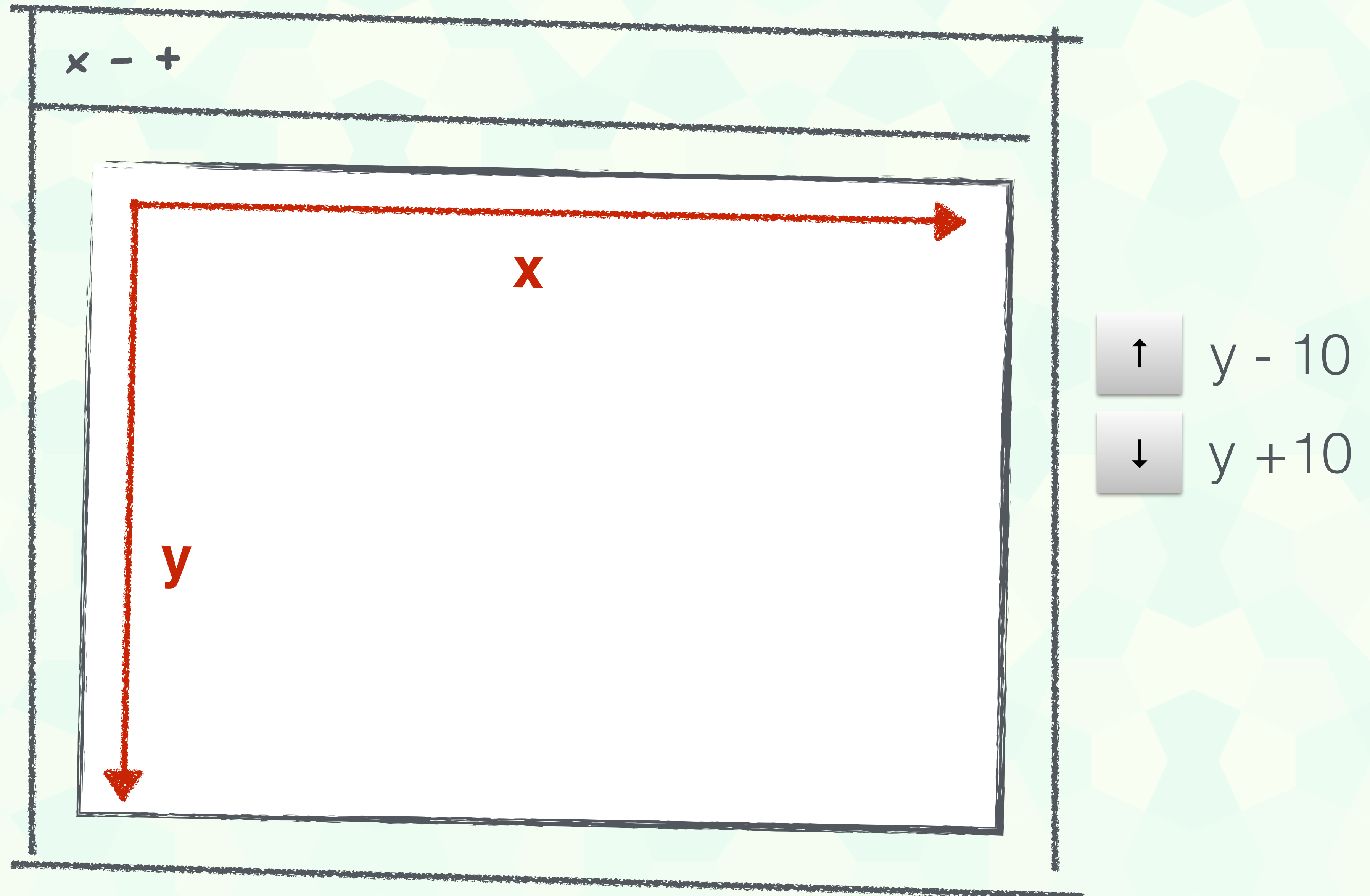
```
  def run  
    loop do  
      update  
      draw
```

```
    end  
  end
```

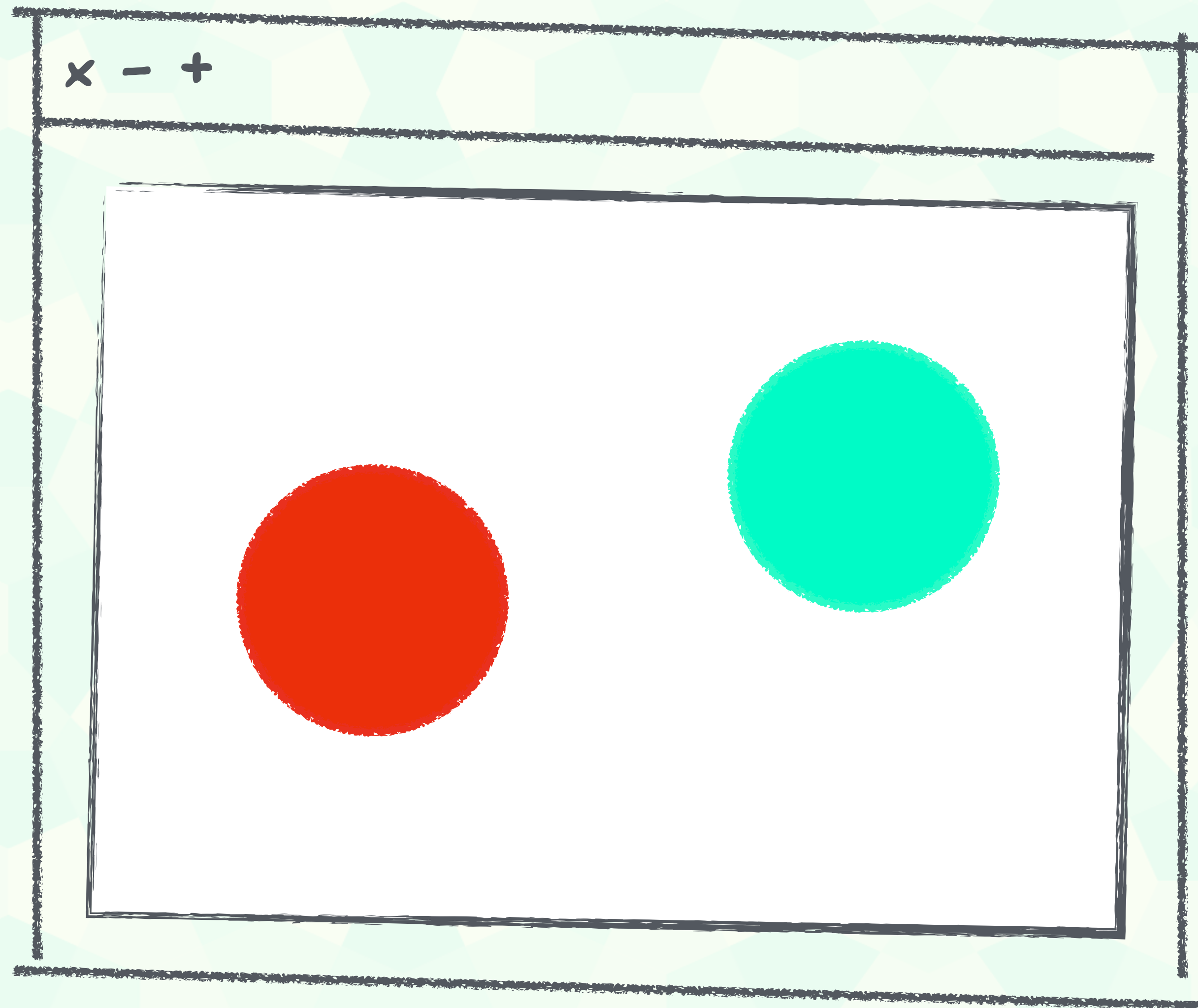
```
end
```



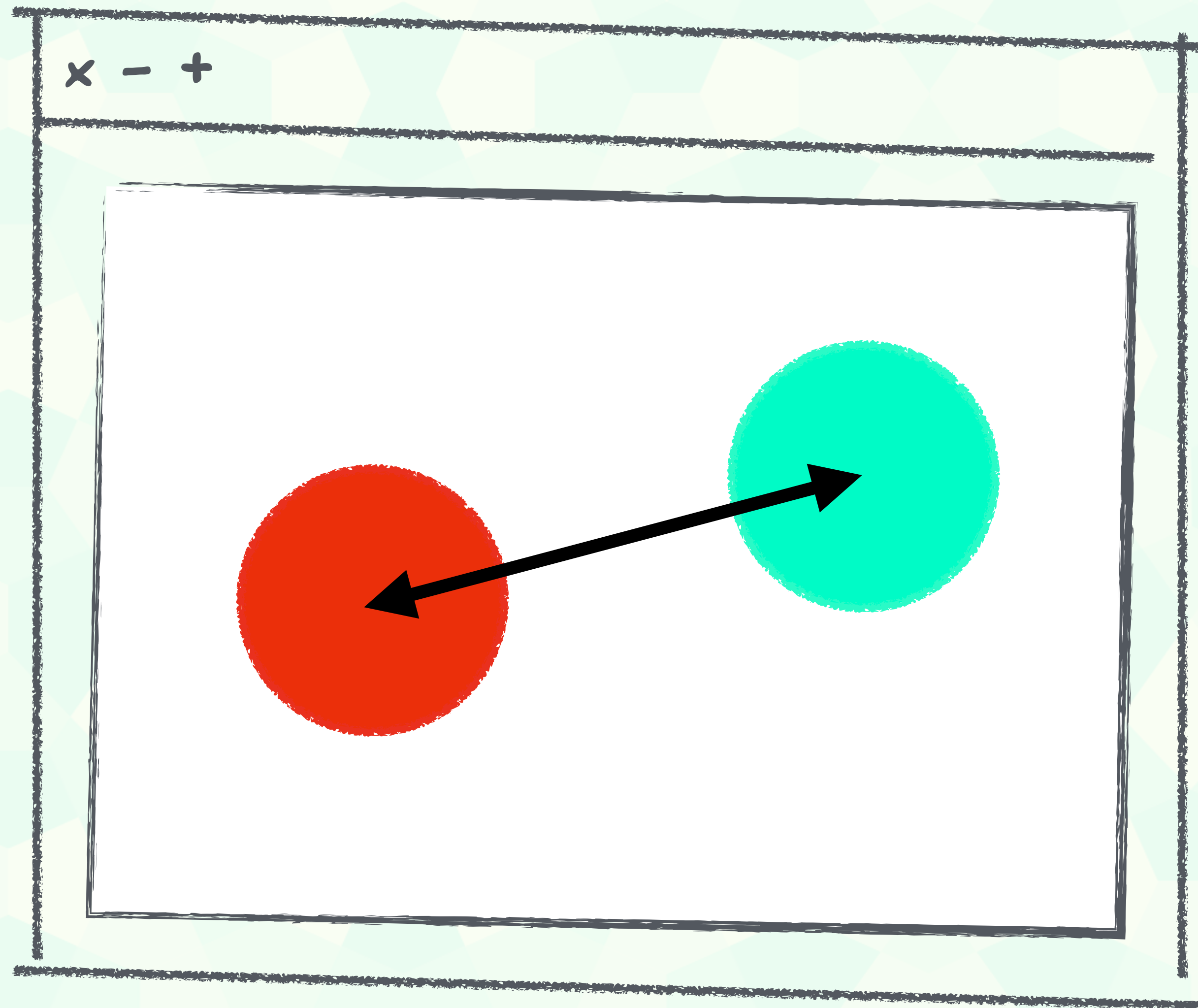
COORDINATE SYSTEM



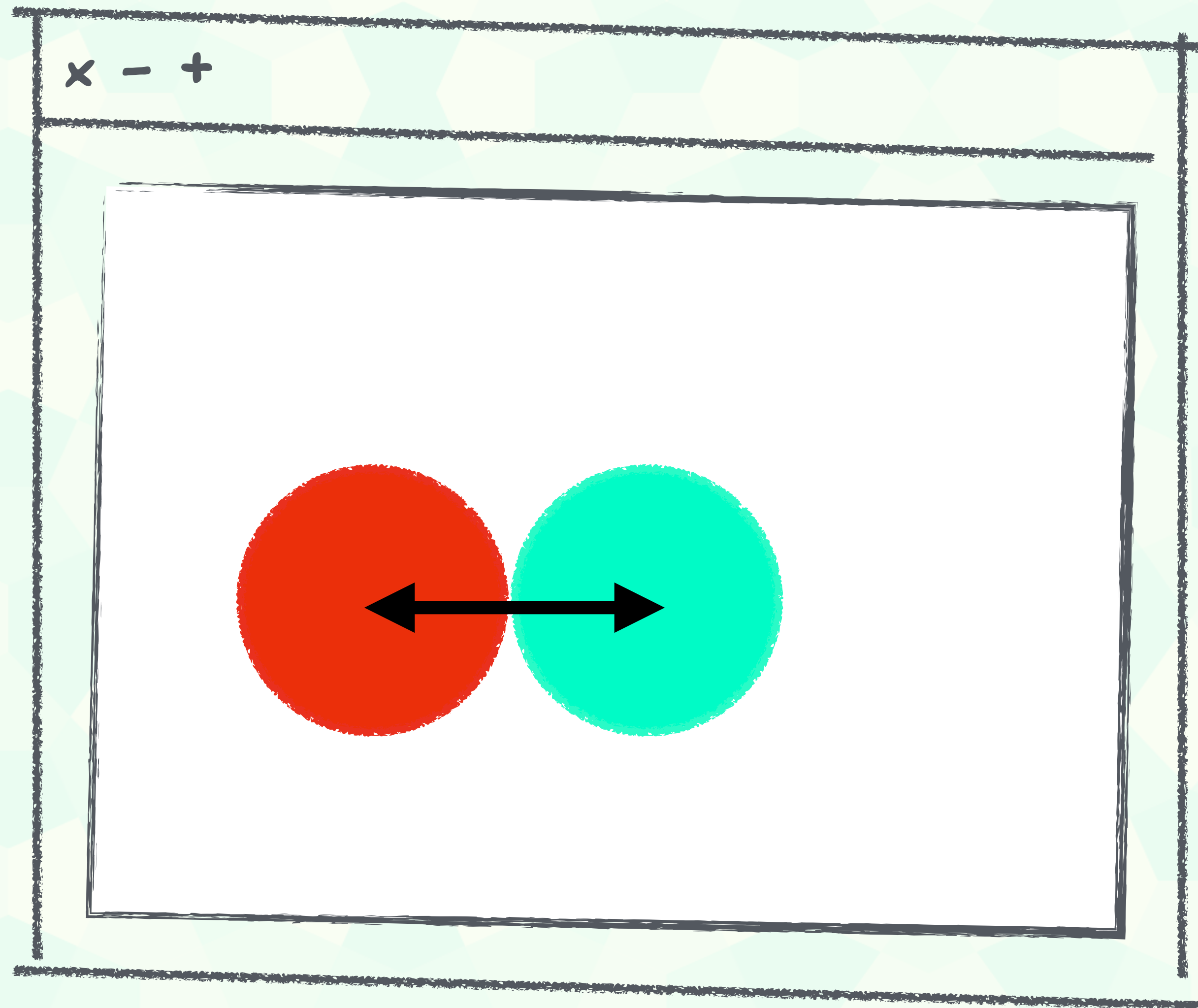
COLLISION DETECTION

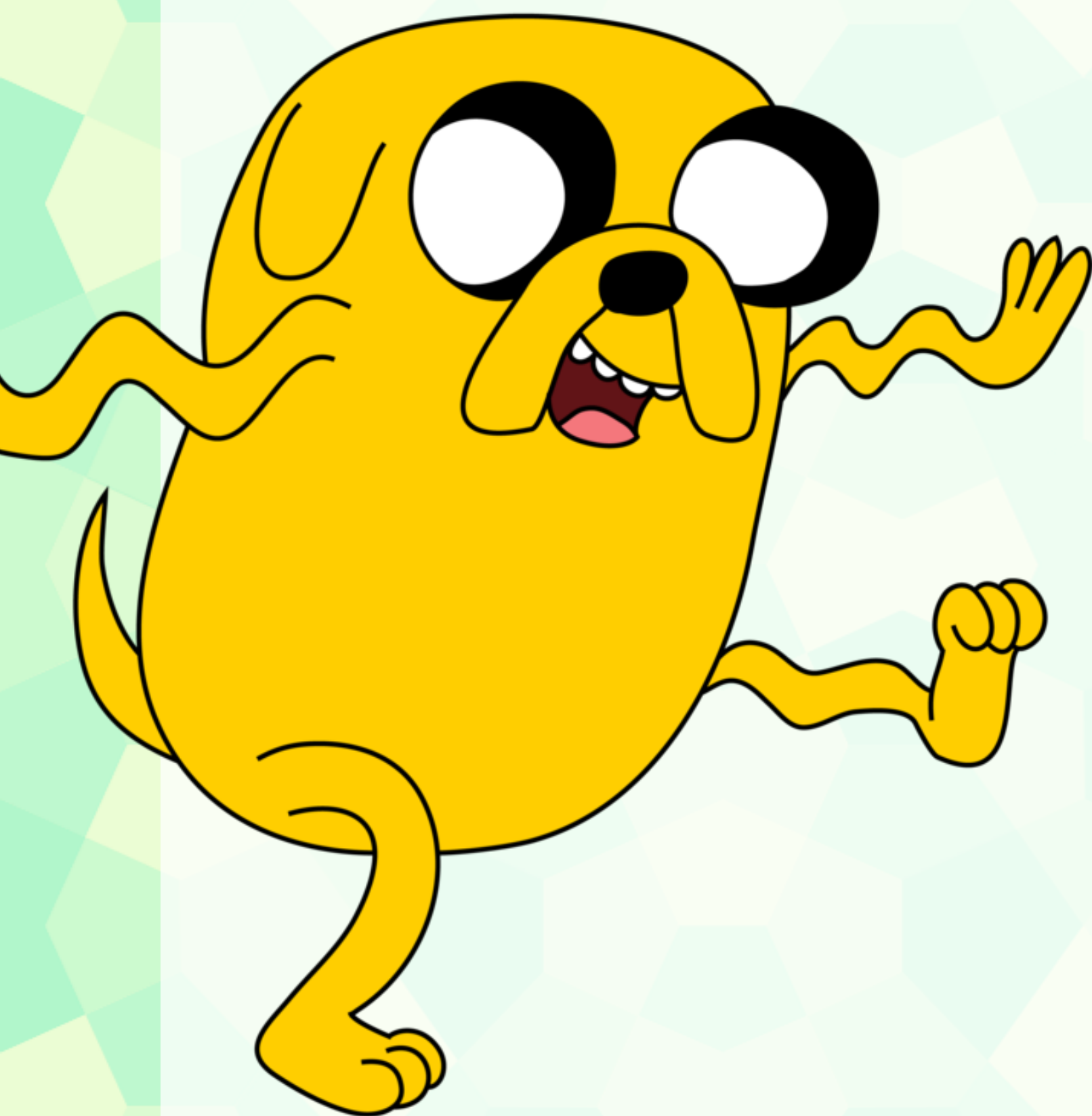


COLLISION DETECTION



COLLISION DETECTION



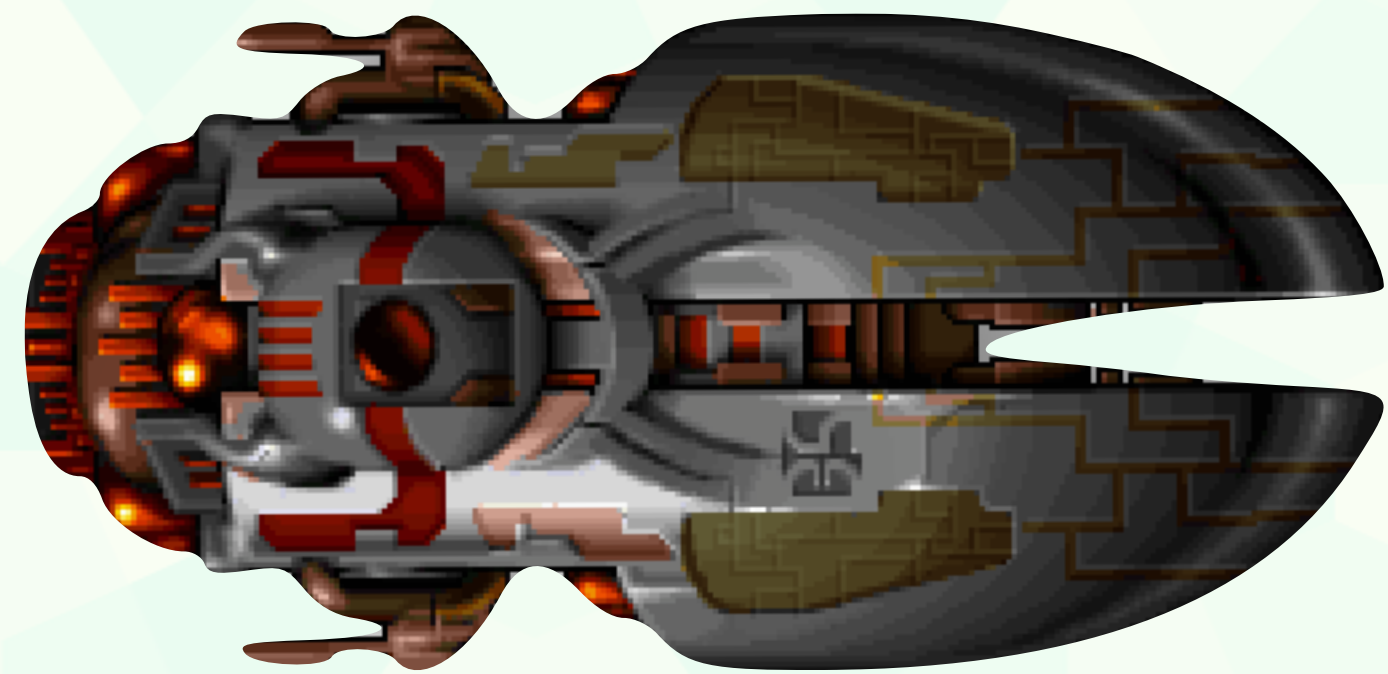


LIVECODING
TIME



YOUR
TURN

RESOURCES



- ★ OpenStockProject
- ★ RPGMakerVX
- ★ Lostgarden



RESOURCES

- ★ <http://github.com/rin/eurucamp>
- ★ Gosu RDoc
- ★ An Asteroids Clone written with Gosu
- ★ Another Gosu Sample Game
- ★ Gamebox Library

kthxbai

@rinpaku



bitcrowd