learn2love

Description

My projects to learn some [löve](#)
All demos are based on the **0.8.0** version - just install it and feel free to download and execute the *love* files from the *demo* directories.

Demos

demo001

Simple grid-lock example with sfx and music :-)

demo002

Menu and multi file example

demo003

Skeleton structure for my future projects, incl. debug and screen resizing

demo004

Simple test of [LöveFrames](#)

demo005

Testing some "oo"-like techniques with tables

demo006

Psychodelic ellipses ;-)

demo007

First real game: Ballon shooter

Links

Löve2D, Lua and Libraries

- [löve homepage](#)
- [Lua homepage](#)
- [Moses (Table library)](#)
- [Allen (String library)](#)
- [Middleclass (OO framework)](#)

- [30log (OO framework)](#)
- [LUBE (Networking)](#)
- [Busted (Unit tests)](#)

Tools

- [Git (VCS)](#)
- [Sublime2 (Text editor)](#)
- [Gimp (Graphic)](#)
- [Pickle (Graphic)](#)
- [bfxr (Sound)](#)

Windows

- [MarkdownPad (MD editor)](#)
- [Notepad++ (Text editor)](#)

Mac

- [MarkdownApp (MD editor)](#)

Resources

- [Free Game Resources](#)
- [daFont (Fonts)](#)
- [gomix.it (Sound)](#)
- [uniquetracks (Sound)](#)

Distribution

- [itch.io (Gamestore)](#)
- [squish (Obfuscation)](#)

Tutorials, Styleguides and Documentation

- [Lua styleguide](#)
- [LDoc (Documentation)](#)
- [Pixelart tutorials](#)

Repo

- [Github Repo](#)

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