

Graphics foundations

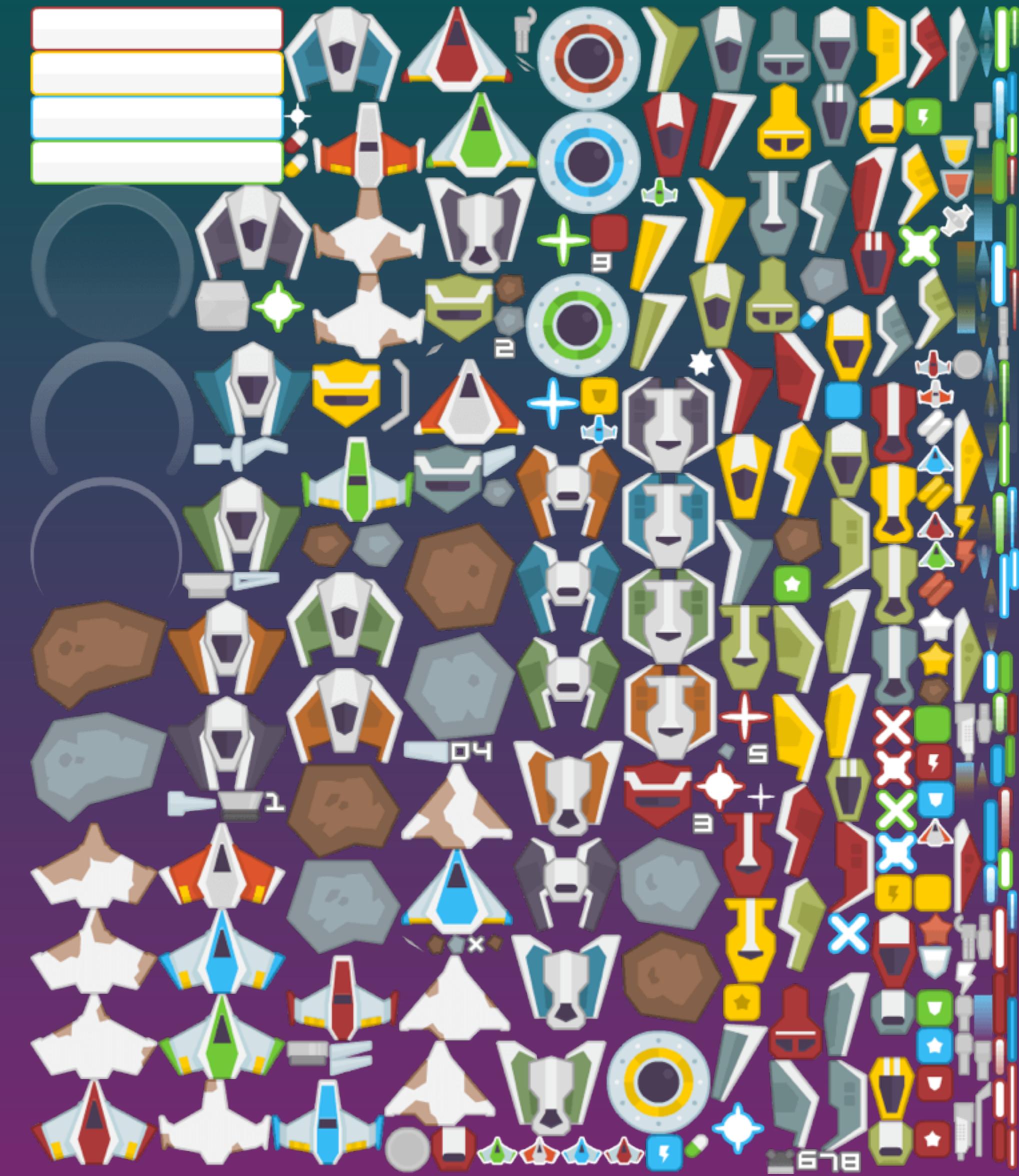
Part 3.5



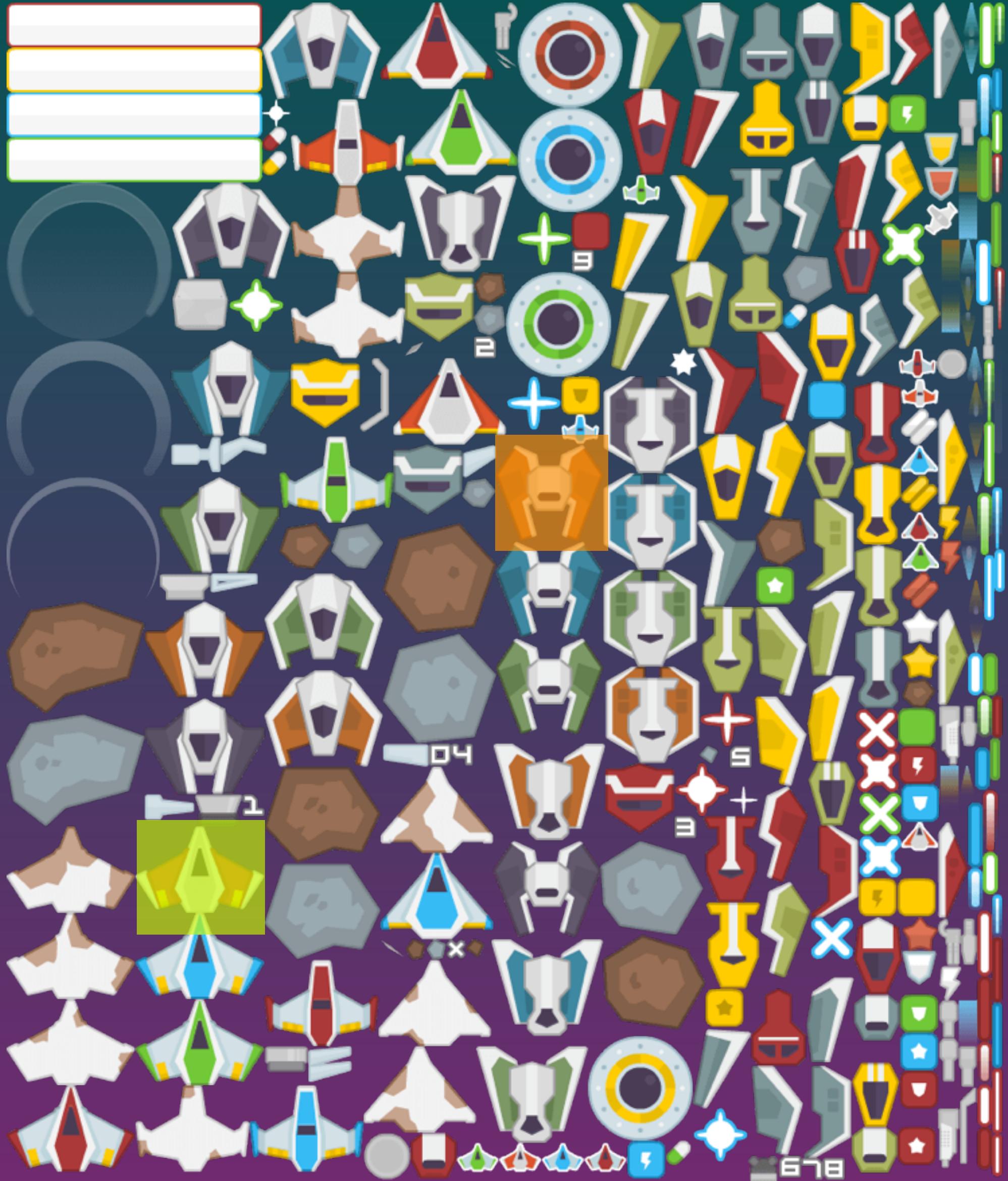
Non-uniform sprite sheets.

Uniform





Non-uniform



Need to keep a list
of coordinates for
non-uniform sprite
sheets.

```
<TextureAtlas imagePath="sheet.png">
    <SubTexture name="beam0.png" x="143" y="377" width="43" height="31"/>
    <SubTexture name="beam1.png" x="327" y="644" width="40" height="20"/>
    <SubTexture name="beam2.png" x="262" y="907" width="38" height="31"/>
    <SubTexture name="beam3.png" x="396" y="384" width="29" height="29"/>
    <SubTexture name="beam4.png" x="177" y="496" width="41" height="17"/>
    <SubTexture name="beam5.png" x="186" y="377" width="40" height="25"/>
    <SubTexture name="beam6.png" x="120" y="688" width="43" height="23"/>
    <SubTexture name="beamLong1.png" x="828" y="943" width="15" height="67"/>
    <SubTexture name="beamLong2.png" x="307" y="309" width="25" height="64"/>
    <SubTexture name="bold_silver.png" x="810" y="837" width="19" height="30"/>
    <SubTexture name="bolt_bronze.png" x="810" y="467" width="19" height="30"/>
    <SubTexture name="bolt_gold.png" x="809" y="437" width="19" height="30"/>
    <SubTexture name="buttonBlue.png" x="0" y="78" width="222" height="39"/>
    <SubTexture name="buttonGreen.png" x="0" y="117" width="222" height="39"/>
    <SubTexture name="buttonRed.png" x="0" y="0" width="222" height="39"/>
    <SubTexture name="buttonYellow.png" x="0" y="39" width="222" height="39"/>
    <SubTexture name="cockpitBlue_0.png" x="586" y="0" width="51" height="75"/>
    <SubTexture name="cockpitBlue_1.png" x="736" y="862" width="40" height="40"/>
    <SubTexture name="cockpitBlue_2.png" x="684" y="67" width="42" height="56"/>
    <SubTexture name="cockpitBlue_3.png" x="336" y="384" width="60" height="61"/>
    <SubTexture name="cockpitBlue_4.png" x="637" y="0" width="47" height="67"/>
    <SubTexture name="cockpitBlue_5.png" x="627" y="144" width="48" height="75"/>
    <SubTexture name="cockpitBlue_6.png" x="684" y="0" width="42" height="67"/>
    <SubTexture name="cockpitBlue_7.png" x="737" y="542" width="41" height="71"/>
    <SubTexture name="cockpitGreen_0.png" x="576" y="225" width="51" height="75"/>
    <SubTexture name="cockpitGreen_1.png" x="734" y="977" width="40" height="40"/>
    <SubTexture name="cockpitGreen_2.png" x="696" y="659" width="42" height="56"/>
    <SubTexture name="cockpitGreen_3.png" x="346" y="234" width="60" height="61"/>
    <SubTexture name="cockpitGreen_4.png" x="627" y="219" width="47" height="67"/>
    <SubTexture name="cockpitGreen_5.png" x="694" y="364" width="42" height="67"/>
    <SubTexture name="cockpitGreen_6.png" x="737" y="471" width="41" height="71"/>
```

```
class SheetSprite {  
public:  
    SheetSprite();  
    SheetSprite(unsigned int textureID, float u, float v, float width, float height);  
  
    void Draw(float scale);  
  
    float scale;  
    unsigned int textureID;  
    float u;  
    float v;  
    float width;  
    float height;  
};
```

```
spriteSheetTexture = LoadTexture("sheet.png");  
  
mySprite = SheetSprite(spriteSheetTexture, 425.0f/1024.0f, 468.0f/1024.0f, 93.0f/  
1024.0f, 84.0f/1024.0f);
```

```
void SheetSprite::Draw(float scale) {  
  
    glEnable(GL_TEXTURE_2D);  
    glBindTexture(GL_TEXTURE_2D, textureID);  
  
    GLfloat quad[] = {-width * scale , height * scale, -width * scale, -height * scale,  
width * scale, -height * scale, width * scale, height * scale};  
  
    GLfloat quadUVs[] = {u, v, u, v+height, u+width, v+height, u+width, v};  
  
    // draw arrays  
}
```

```
void ClassDemoApp::Render() {  
    enemySprite.Draw(1.0f);  
}
```

Shoebox sprite tool.

<http://renderhjs.net/shoebox/>

Game structure and code organization



The app class.

So clean!

```
#include "ClassDemoApp.h"

int main(int argc, char *argv[])
{
    ClassDemoApp app;
    while(!app.UpdateAndRender()) {}
    return 0;
}
```

No globals!

```
class ClassDemoApp {
public:
    ClassDemoApp();
    ~ClassDemoApp();

    void Init();
    bool UpdateAndRender();

    void Render();
    void Update(float elapsed);

private:
    bool done;
    float lastFrameTicks;
    SDL_Window* displayWindow;
};
```

```
ClassDemoApp::ClassDemoApp() {
    Init();
    done = false;
    lastFrameTicks = 0.0f;
}

void ClassDemoApp::Init() {
    SDL_Init(SDL_INIT_VIDEO);
    displayWindow = SDL_CreateWindow("My Game", SDL_WINDOWPOS_CENTERED,
    SDL_WINDOWPOS_CENTERED, 800, 600, SDL_WINDOW_OPENGL);
    SDL_GLContext context = SDL_GL_CreateContext(displayWindow);
    SDL_GL_MakeCurrent(displayWindow, context);
}

ClassDemoApp::~ClassDemoApp() {
    SDL_Quit();
}

void ClassDemoApp::Render() {
    // render stuff
    SDL_GL_SwapWindow(displayWindow);
}

void ClassDemoApp::Update(float elapsed) {
    while (SDL_PollEvent(&event)) {
        if (event.type == SDL_QUIT || event.type == SDL_WINDOWEVENT_CLOSE) {
            done = true;
        }
    }
}

bool ClassDemoApp::UpdateAndRender() {
    float ticks = (float)SDL_GetTicks()/1000.0f;
    float elapsed = ticks - lastFrameTicks;
    lastFrameTicks = ticks;

    Update(elapsed);
    Render();
    return done;
}
```

Managing game objects.

SCORE<1> HI-SCORE SCORE<2>
0000 0000



CREDIT 00

```
std::vector<Entity> entities;
```

```
Entity myEntity;
myEntity.scale = 0.9f;
myEntity.sprite = SheetSprite(spriteSheetTexture, 425.0f/1024.0f, 468.0f/1024.0f,
93.0f/1024.0f, 84.0f/1024.0f);
entities.push_back(myEntity);
```

```
void ClassDemoApp::Update(float elapsed) {

    for(int i=0; i < entities.size(); i++) {
        entities[i].Update(elapsed);
    }
}
```

```
void ClassDemoApp::Render() {

    glClear(GL_COLOR_BUFFER_BIT);

    for(int i=0; i < entities.size(); i++) {
        entities[i].Render();
    }
}
```

Managing dynamic objects.

???



???



Dynamic object creation vs. object pools.

Dynamic object creation

Dynamic object creation

- Can be dynamically sized.
- Objects must be manually removed.
- Can have as many objects on screen as we want

```
std::vector<Bullet> bullets;
```

```
void shootBullet() {
    Bullet newBullet;
    newBullet.x = -1.2;
    newBullet.y = 0.0;
    newBullet.angle = (float)(45 - (rand() % 90));
    newBullet.speed = 2.0;
    bullets.push_back(newBullet);
}
```

```
bool shouldRemoveBullet(Bullet bullet) {
    if(bullet.timeAlive > 0.4) {
        return true;
    } else {
        return false;
    }
}
```

```
bullets.erase(std::remove_if(bullets.begin(), bullets.end(), shouldRemoveBullet), bullets.end());

for(int i=0; i < bullets.size(); i++) {
    bullets[i].Update(elapsed);
}
```

Object pools.

Object pools.

- Less prone to memory leaks.
- Have a maximum number of objects.
- Allocated all at once.
- Know how fast things will run with maximum objects.

Object pools.

```
#define MAX_BULLETS 30
int bulletIndex = 0;
Bullet bullets[MAX_BULLETS];
```

```
void ClassDemoApp::shootBullet() {

    bullets[bulletIndex].visible = true;
    bullets[bulletIndex].x = -1.2;
    bullets[bulletIndex].y = 0.0;
    bullets[bulletIndex].angle = (float)(45 - (rand() % 90));

    bulletIndex++;
    if(bulletIndex > MAX_BULLETS-1) {
        bulletIndex = 0;
    }
}
```

```
for(int i=0; i < MAX_BULLETS; i++) {
    bullets[i].Update(elapsed);
}
```

Game states.

Main menu



Chapter select



Level select



Cutscene



Game level



Win screen



```
enum GameState { STATE_MAIN_MENU, STATE_GAME_LEVEL };

int state;

void ClassDemoApp::Render() {
    switch(state) {
        case STATE_MAIN_MENU:
            RenderMainMenu();
        break;
        case STATE_GAME_LEVEL:
            RenderGameLevel();
        break;
    }
}

void ClassDemoApp::Update() {
    switch(state) {
        case STATE_MAIN_MENU:
            UpdateMainMenu();
        break;
        case STATE_GAME_LEVEL:
            UpdateGameLevel();
        break;
    }
}
```

```
enum GameState { STATE_MAIN_MENU, STATE_GAME_LEVEL };

int state;

void ClassDemoApp::Render() {
    switch(state) {
        case STATE_MAIN_MENU:
            mainWindow.Render();
        break;
        case STATE_GAME_LEVEL:
            gameLevel.Render();
        break;
    }
}

void ClassDemoApp::Update() {
    switch(state) {
        case STATE_MAIN_MENU:
            mainWindow.Update();
        break;
        case STATE_GAME_LEVEL:
            gameLevel.Update();
        break;
    }
}
```

Space Invaders

https://www.youtube.com/watch?v=437Ld_rKM2s

Assignment

- Make Space Invaders!
- It must have 3 states: TITLE SCREEN, GAME and GAME OVER.
- It must keep and display score.
- It must use sprite sheets.
- You can use any graphics you want (it doesn't have to be in space!) :)
- Organize your code!!

