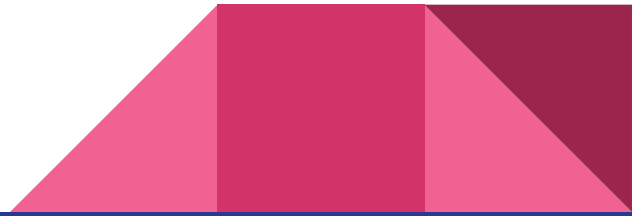
GAME MAKING

Lesson 06

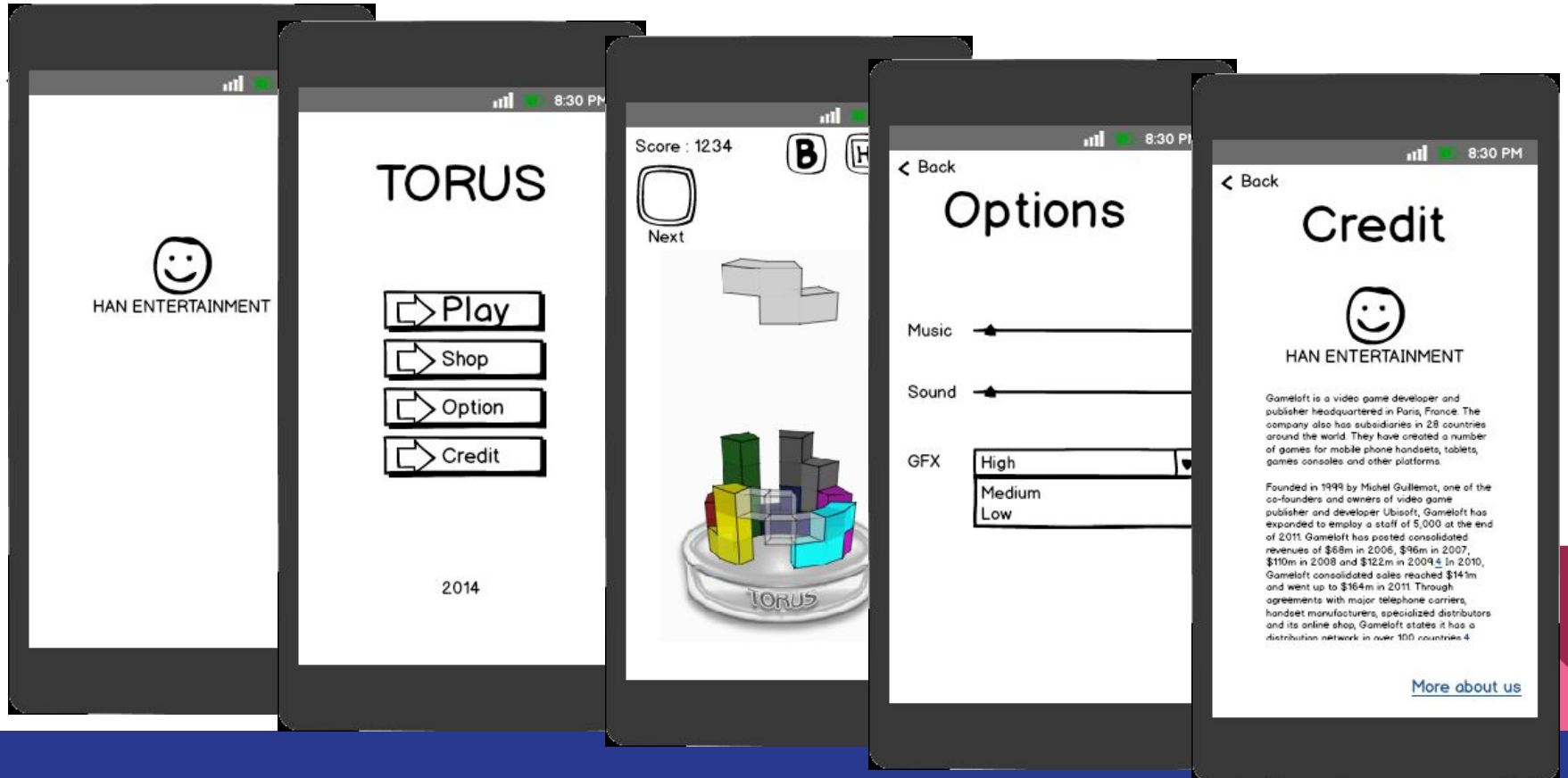
NGUYỄN VĂN CƯỜNG

CONTENT

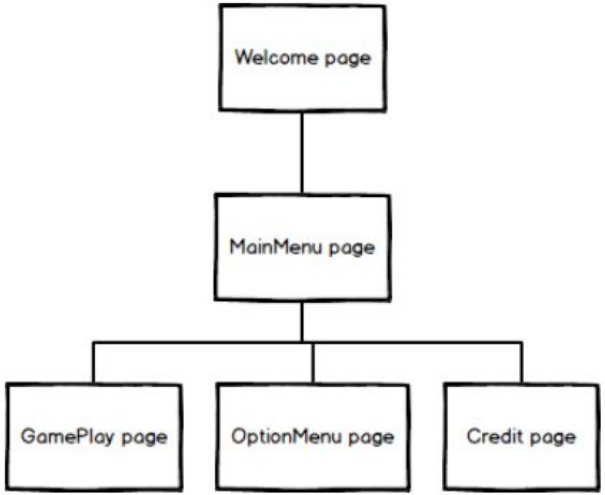
- Introduction
- The State pattern
- State stack
- Conclusion

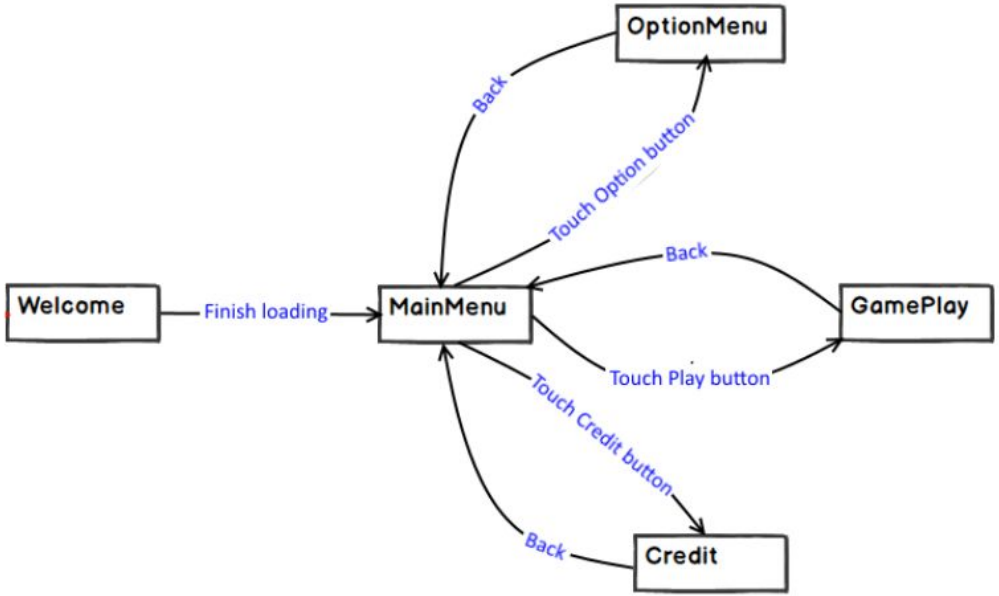


Sample design

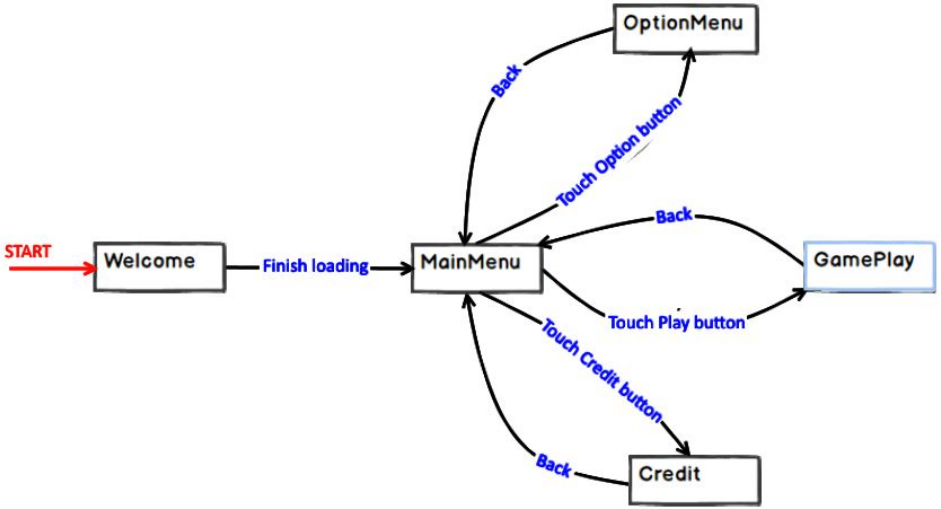


Page hierarchy

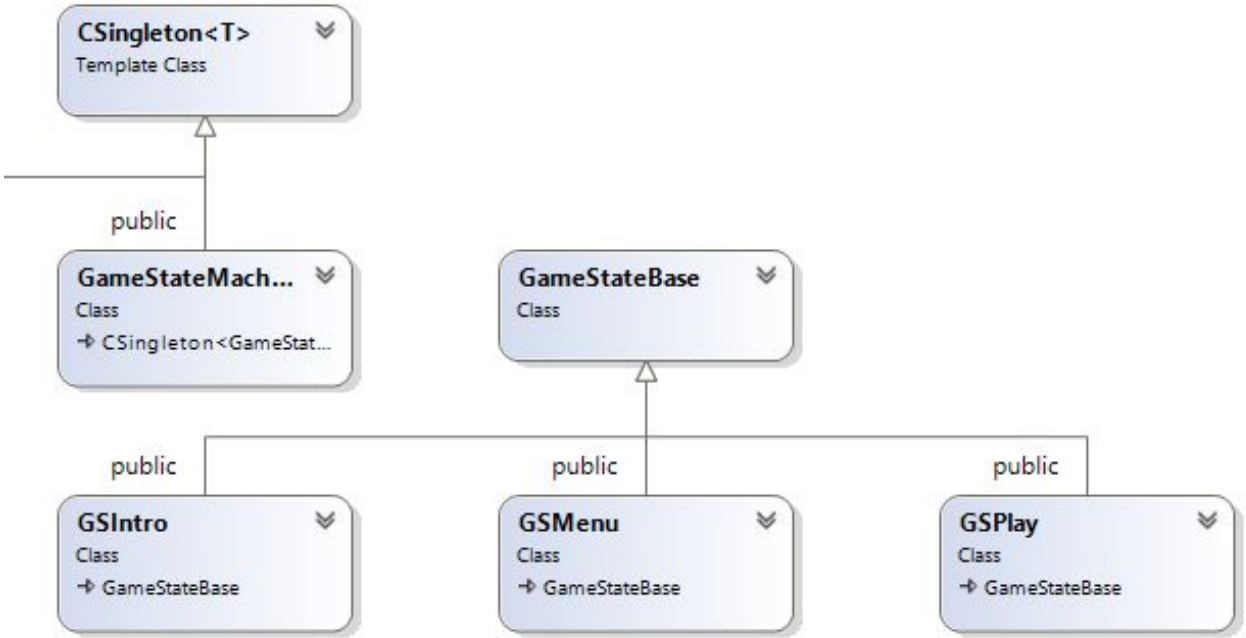




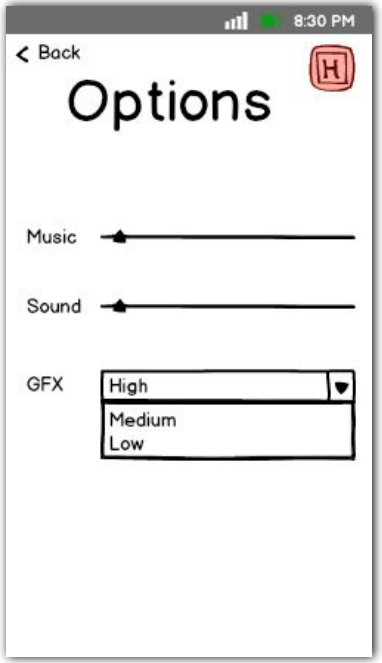
Automate

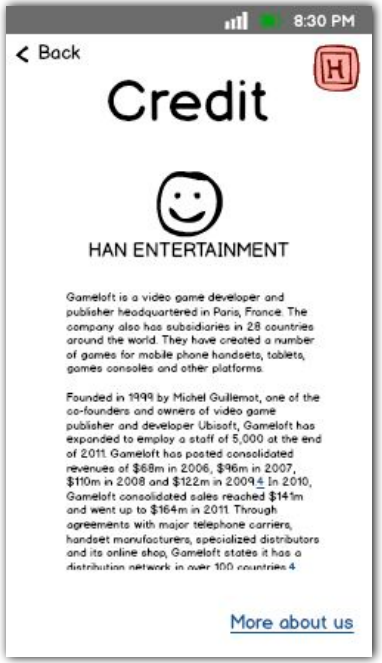

START
Welcome
Finish loading
MainMenu
OptionMenu
Back
Touch Option button
Back
GamePlay
Touch Play button
Touch Credit button
Back
Credit

The state machine

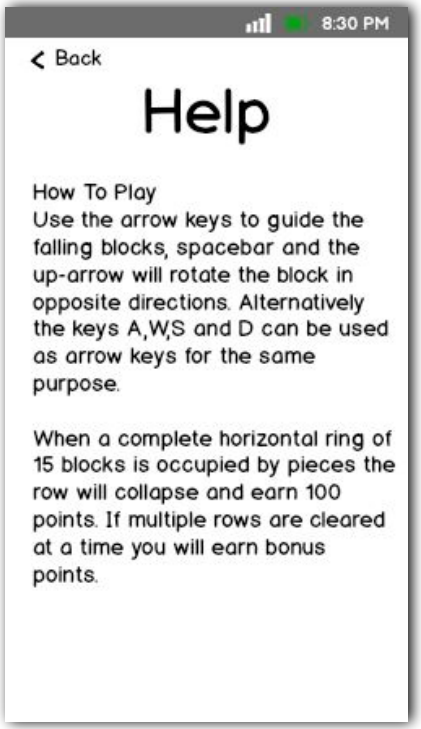


Problem Statement





The stack


8:30 PM
Back
Help
How To Play
Use the arrow keys to guide the falling blocks, spacebar and the up-arrow will rotate the block in opposite directions. Alternatively the keys A,W,S and D can be used as arrow keys for the same purpose.
When a complete horizontal ring of 15 blocks is occupied by pieces the row will collapse and earn 100 points. If multiple rows are cleared at a time you will earn bonus points.

GS_Help
GS_GamePlay
GS_MainMenu
GS_WelcomeScreen

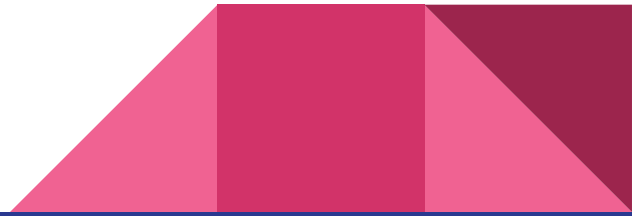
Conclusion

- “The state pattern allows for full encapsulation of an **unlimited number of states** on a context **for easy maintenance and flexibility**.”

- Apply state machine when:
  - Fixed set of states
  - Only be in one state at a time
  - Inputs or events

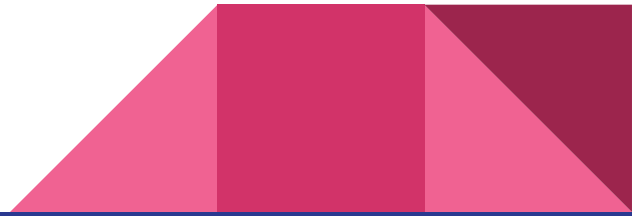
Game idea

- Tetris
- Match 3
- ...



Assignment

- Design an appropriated GUI(Graphical User Interface) for each page
  - Main menu
  - Game play
  - Welcome screen*
  - Option/Shop*
  - Credit*



Q&A

-

Reference

-