

PRACTICAL GAME PROGRAMMING

- Genre: platformer
 - Definition
 - Code considerations
 - Content considerations

DEFINITION

- Sideways 2d game
- Player controls a character which can, at least:
 - Move left and right
 - Jump
- And possibly:
 - Shoot
 - Double-jump, wall-jump
 - Climb ladders
 - Move items (f.ex, pushing)



GAMEPLAY

- Player explores a 2d world using the character's possible skills.
- Common, but not required, features:
 - Reaching a certain location.
 - Collecting items for score or power.
 - Avoiding or shooting enemies/monsters.
 - Avoiding other hazards.

CODE CONSIDERATIONS

- Controls
 - Typically: Four directions, jump, fire.
- Collisions:
 - Collision with the world geometry.
 - Otherwise it would hard to be a platformer..
 - Collision with items
 - Collision with hazards

CONTENT CONSIDERATIONS

- Art
 - World art
 - Character art
 - Animated
 - Enemy/monster art
 - Item art
 - Etc, etc.

CONTENT CONSIDERATIONS

- Audio
 - Background music
 - Effects for, at least
 - Jumping
 - Shooting
 - Getting hit

CONTENT CONSIDERATIONS

- Level data
 - Usually created using some editor, such as tiled or tile studio, or home-grown editor.