Gun building games android

This article first appeared in issue 223 of .net Magazine - the world's best-selling magazine for web designers and developers. Looking at some of today's top mobile games, it's easy to see that physics-based games are more popular than ever. And as it turns out, Corona happens to be the perfect tool to produce these hits, as games like Bubble Ball and Monkey Blast have already revealed, earning high point in the iTunes app store and Android market in 2011. Corona features high-performance graphics and includes Box2D physics built-in, which is why it's perfect to create these incredibly popular physics-based titles, or any 2D game for that matter. Corona hands down the easiest, fastest way to produce high-quality games and apps for both iOS and Android mobile platforms. In this tutorial, we'll just figure out how it works by walking you through creating a simple physics-based two-D game. Be sure to download all the training files and look at the source code by going, because not all of them will show up here. We have quite a bit of ground to cover, but in the end it's all, you will likely be surprised how fast we are able to make the beginning of what can be the next mobile hit! Starting with Our Continued Before, you need to create a free Corona developer account and download TV (compatible with both Windows and Mac). Once you download it, I recommend a quick start guide to your familiarity with the principles of Corona, and to get your development environment set up as well. Dino Bounce is a fun, 2D physics based game that gameplay is reminiscent of some of the best-selling App Store hits when you finish getting everything set up, let's dive right into our original gaming concept. Here's a brief description of how it works: The game starts with a character, platform and target on the screen, with physics simulations pausing. The player then pulls the platform to the location and rotation of his choice and positions and presses the game button to start simulating physics. If the platform is properly placed, the character drops, rolls, and eventually achieves the goal (full level). If the player is unsuccessful (the character does not score), the player must try again. Stars are collected optionally for a higher score. In this game, there will be very few objects that we will work with to include: a background, character, a platform, a flower, some stars, pitch and two buttons (stop and play). Now that we've put all the preparations out of the way, let's start putting everything together. Creating a project with Corona, you can use the same project (code, images, and the like) and build for either iOS or Android at the click of a button is the only thing needed in a Corona project is a folder with a text file only inside it (original.lua). If you take a look at the source code for our project, however, you'll notice that - apart from the images folder - Two other files past .lua: configuration.lua and build.settings. These two files are only necessary if you want to deviate from the default settings when talking about things like orientation, scaling content, etc. be. To explain the configuration more .lua build.settings, please look at the documentation of configuration options. For this project, we are going to target the iPhone (320x480 resolution) in landscape orientation. However, we also want to use the newer iPhone's ultra-sharp 640x960 screen (and similarly sharp Android screen), which is why - in case you don't already notice - there are duplicate assets in the images folder, with one being twice the size with the @2x extensions (specified in the configuration.lua). When you open the original .lua from the source files, you can immediately see that this is where all the code for our game will go. Lines 14-35 are external libraries (such as widgets, line 17, and physics, line 20), some basic settings, and local variables that will be used during our game. For our first object, we will begin by creating the sky, which will serve as the game background (lines 38-40).bg local =display.newImageRect(images/backgrounds.jpg, 480, 320)bg:setReferencePoint(view). TopLeftReferencePoint)bg.x, bg.y = 0, 0Thanks to Corona's straightforward API, you can probably tell what's going on just by reading the code, but I'll walk you through it

anyway. The first line will create a new display object from .jpg (background) that has a size of 480x320 (pixels). The second line determines the object's reference point (the point at which an object is located and rotates) to the top-left. Undead vs. Full Monster Highlights, an open source Angry Birds clone built in just 36 hours with Corona finally, we have a real position in the last line by changing the object's x and y properties. Next, let's create a flag(target), land, a platform and the character objects in the same manner:local flag = display.newImageRect (images/flag.png, 50, 102 (flag.x, flag.y = 420, 200local ground = display.newImageRect (images/ground.png, 292, 110)ground:setReferencePoint display. BottomRightReferencePoint)ground.x, ground.y = display.contentWidth, display.contentHeightlocal platform = display.newImageRect(images/platform.png, 160, 24)platform.x, platform.y = 260, 75character = display.newImageRect(images/critter.png, 80, 80)character.x, character.y = 75, 80You may have noticed that the character creation doesn't begin with local like the rest of the objects. This is due to the fact that we have already declared it as local on line 35 so that other functions (above our character creation code) can access the object without problems. This is known as a forward-looking declaration in Loa. Another new thing you may notice is the use of display.contentWidth and display.contentHeight. These are simply the current width and height of the screen (as specified in or the width of the default device/height if not specified .lua configuration), with the device's orientation intended. If you were to load the project on the Corona Simulator at this point, you'll see our project now start to come together - very easy so far, right? You should see our character placed in the air, a podium, the earth and the target, all placed on the background of the sky. Add physics now that we have all our objects in place, we need to add physics to them. At the top of the .lua, you'll notice that we've already prepared the physics library for use under the physics name space (main.lua, line 20). By default, no objects will react to the 'physical' simulation when it started. In order for each of our objects in the physical 'universe' to exist in a Corona program, we need to give them a body. This is done with the physics.addBody() function. Let's start by adding the physical body to the flag object, give you an idea of how to do it (main.lua, line 47):p hysics.addBody(flag, static, {isSensor=true}) add the upper body line to our flag object. R the second argument determines the type of body (dynamic, static or kennamatic) that our body has. Since the flag is a fixed object, we set it to static. The isSensor property enables other objects to cross the flag, but will still receive collision events until something touches it. In short, it makes the flag behave like a non-physical object, but it still allows us to recognize when the character reaches the goal. Next, I'm more than adding a body to the character, since it's not a fixed object (main.lua, line 136).Physics.addBody(character, { friction=0.3, bounce=0.5, radius=30})Since the default body type in Corona is dynamic, we don't need to specify it in this call to physics.Body add(). Moving onto the table of properties that are currently transmitted as the second argument, the friction property determines the behavior of a body when moving along another physical object (such as earth). The bounce property determines the 'bouncing' of an object when it comes into contact with another physical object. Finally, the radius property ensures that it will be a circular body, and relates to the pixel-radius on the object's screen. Now that you understand how to add physical body to display objects, the rest of the code creates the body in the original.lua it should be easy to understand. For a deeper explanation of physics bodies in Corona, look at the documentation of physics bodies. Ansca anscamobile.com mobile phone is a one-stop source for Corona users to interact with other developers through forums, reference APIs and even share code with others Touches and Corona event listeners using what is known as event-driven programming. Events occur based on countless different factors, but are usually caused by user input. With our target platform being iOS and Android touch-based mobile devices, the user touches the screen related to a touch event. Corona allows you to They react to these events as any object and then accordingly. Since all our gameplay consists of players pulling a platform into the right place, we need to assign the touch of the event listener to our platform object. An event listener is simply a function that runs whenever a specific event is detected. Here's what our touch listener looks like for our platform object (main.lua, line 89):function platform:touch (event) if it's not IsPlaying then if event.phase== then -- finger just touch the screen.getCurrentStage():setFocus (self) itself.isFocus = Real self.markX, self.markY = self.x, self.yelseif self.isFocus then local moveX = math.abs (event.x - event.xStart) local moveY = math.abs (event.y - event.yStart) move localThresh = 10 if event.. phase == moved then -- finger drags object -- drag object self.x = event.x - event.xStart + self.markX self.y = event.y - event.yStart + self.markY elseif event.phase =ended then -- finger is released -- rotate object if not draged past threshold if moveX < moveThresh or moveY & moveThresh then self.rotation = self.rotation + 10 end -- allow touches to other display objects display.getCurrentStage():setFocus (nil) self.isFocus = false end end return trueendplatform:addEventListener (touch, platform) At the start of the touch (the began phase), focus the program on this object and We also mark its current location. When the object is dragged, we change its location by moving the player's finger. When the player's finger is raised, we will determine whether the object has passed the rotation threshold and reacts accordingly. The last line assigns the listener to the platform object and from that point on it will listen to the player's touch. Looking at your game in Debug mode or hybrid physics enables you to see exactly how the body is drawn to help you make the necessary adjustments adding the final touchesNow we need to add the listener colliding to the flag object to detect when the player's character touches it (main.lua, line 50). Listeners behave similarly to the touch of listeners, but instead occur when two physical bodies collide. In our game, we will let the user know that the level is complete and restart the game when the character object collides with the flag. For more in-depth information about encounter listeners, please look at the collision detection documentation. While we're at it, let's add a star to the level to allow the player to earn extra points whenever the character collects it. To do this we simply create the position of the star object, add a body to it, and the listener encounters that removes the star and increases the player's score after dealing with the character. Finally, we need to create two widget buttons to play and stop. Players will press the game when they think they have the positioning platform properly, and when the simulation is enabled, they can touch the stop button at any time to try again if they were In guiding the character to the target. If you take the project and run it in corona simulator, you will see that we have a fairly complete little physics-based game. Of course, the game really only acts as a level, but it's enough to show you how fast and easy it is to create fun, visually pleasing games using Corona Football. If we were to add more levels and obstacles, it's easy to see that this little creation could potentially have what it takes to stand up against the big boys on the App Store. If you feel inspired to create your own mobile games and apps for iOS or Android, make sure you visit Ansca to sign up for a developer account, download Corona TV, read more tutorials and connect with tons of friendly developers who wish to help you with any problems you may have , it doesn't matter what your level of experience is now. Is.

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