Subject: Re: Simple way to develope 2D Game
Posted by Novo on Tue, 11 Jun 2019 14:02:44 GMT

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Try to take a look at 2D games developed in Adobe Flash. Flash is providing 2d vector graphics.
U++ has similar functionality. Take a look at PainterExamples.
Flash is using such abstractions as timeline and frames, which you'll need to implement by yourself.
The rest is already available.
You can start by reading AS3 (Flash programming language) books. They describe such abstractions as Movie and MovieClip, and explain how to create animation.

Hope this helps.