Subject: CastleBuilder - simply 2D platform game with editor
Posted by Klugier on Sun, 01 Mar 2015 13:48:20 GMT

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Hello,

I would like to show my last year project for my studies. It was implemented on "Programing games in C++" course (2013/2014 - summer). This is simply 2D platform game with level editor.

Features:
- level is represented by special xml file (save/load feature is implemented).
- level debugging feature.
- whole written in Upp.
- game is rendering using "Painter".
- game scrolling. (Level can be bigger than screen resolution)
- layers support.
- around 2,5K lines of code.

Sincerely,
Klugier

```
File Attachments
1) CastleBuilderEditor.png, downloaded 1606 times
```

Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by deep on Mon, 02 Mar 2015 09:00:55 GMT

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Hi Klugier,

Do you plan to make source available on this forum.

This can be good example for programming.

Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by Klugier on Thu, 05 Mar 2015 13:46:37 GMT

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Hello Deep,

At the moment there are no plans to open this project, but maybe in the future I will decide to do

this.

The code is overcomplicated to be good example.

Sincerely,
Klugier

Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by deep on Fri, 06 Mar 2015 04:03:17 GMT

Hello Klugier,

Thanks for response.

My particular interest is about drawing on different layers. Enable / Disable layers.

Looking for some examples for using Layers.

Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by Didier on Fri, 06 Mar 2015 17:28:08 GMT

Hello Klugier,

2.5k lines of code, doesn't seem to much for this app : maybe your code isn't that bad :roll:

Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by Klugier on Fri, 27 Mar 2015 20:26:01 GMT

Hello Deep,

In layer code there is really no magic. Unless you want to play with transparency (My simply engine doesn't allow that).

Here is part of draw level method:

```
for (int layer = level.getLayers() - 1; layer >= 0; layer--) {
 for (int row = 0; row < level.getRows(); row++) {
  for (int col = 0;  col < level.getCols(); col++) {
   int x0 = col * c - view.x;
```

```
   int y0 = row * c - view.y;

   // Don't paint invisible ellements
   if (x0 + c > 0 && y0 + c > 0 && x0 - c < sz.cx && y0 - c < sz.cy) {
    drawElement(bp, layer, row, col, x0, y0, c, complete || gameOver);
   }
  }
 }

         // ... draw player, draw enemies etc. ...
 }
```

P.S.
I will consider making this code open source. But, firstly I will need to do some code cleaning's...

Sincerely,
Klugier

Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by Klugier on Fri, 27 Mar 2015 20:39:44 GMT
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Hello,

Screen shot presenting another level:

Sincerely,
Klugier

File Attachments
1) CastleBuilderEditor.png, downloaded 1463 times