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,

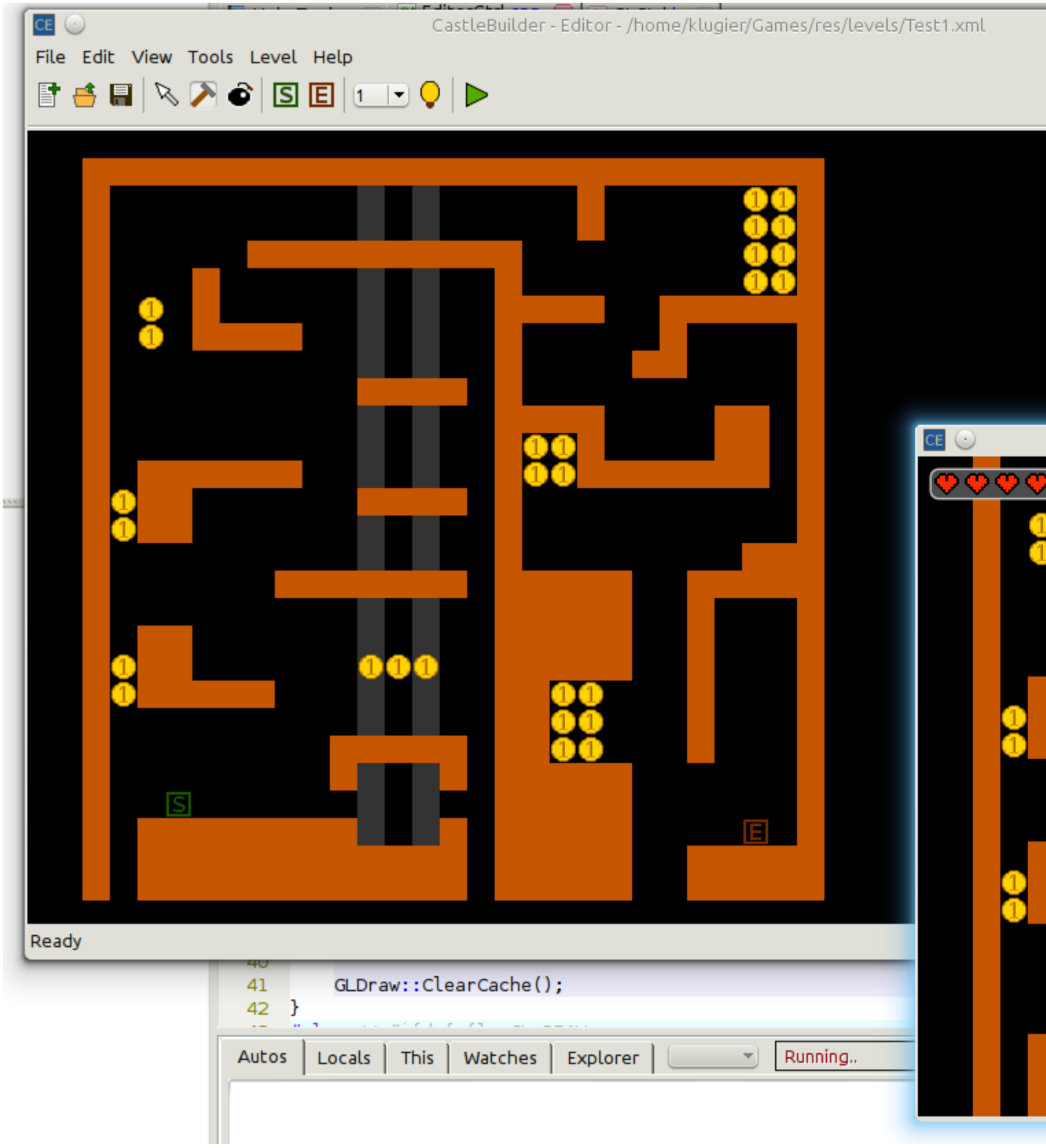
I would like to show my last year project for my studies. It was implemented on "Programing games in C++" course (2013/2014 - summer). This is simply 2D platform game with level editor.

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 2076 times


CastleBuilder - Editor - /home/klugier/Games/res/levels/Test1.xml
File Edit View Tools Level Help
Ready
GLDraw::ClearCache();
}
Autos Locals This Watches Explorer
Running..

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
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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
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Hello Klugier,

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

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Subject: Re: CastleBuilder - simply 2D platform game with editor
Posted by Klugier on Fri, 27 Mar 2015 20:26:01 GMT
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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 1878 times

