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,

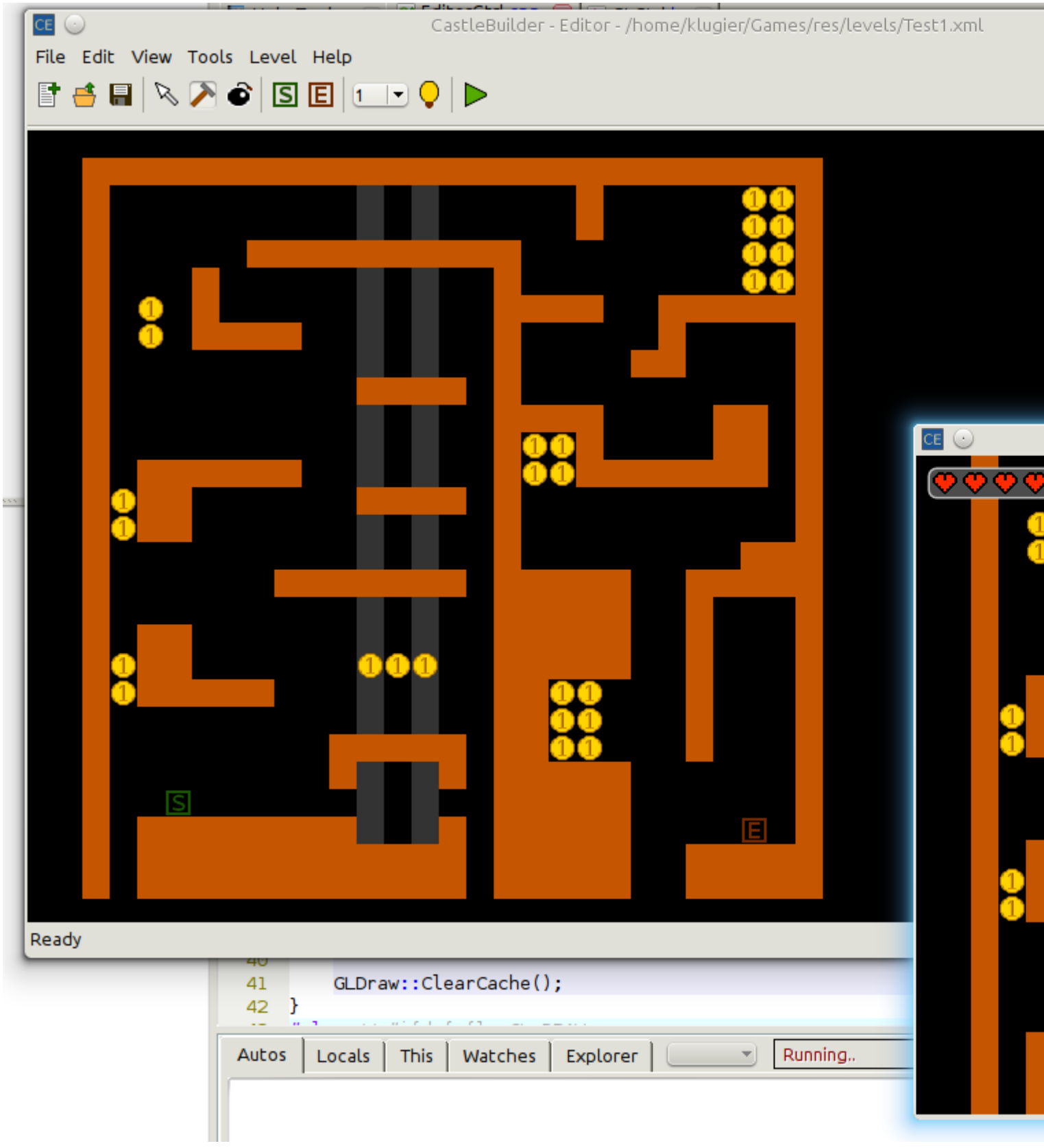
I would like to show my last year project for my studies. It was implemented on "Programing games in C++" course (2013/2014 - summer). This is simply 2D platform game with level editor.

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 2044 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..