

PsyCh0: The Ball

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Instituto de Matemática e Estatística

2017

Introdução

Introdução

Objetivo: Completar ciclo inteiro de desenvolvimento de jogos

Gênero: Top-Down Shooter Minimalista, Frenético e Psicodélico

MAC0214 *Atividade Curricular em Cultura e Extensão*

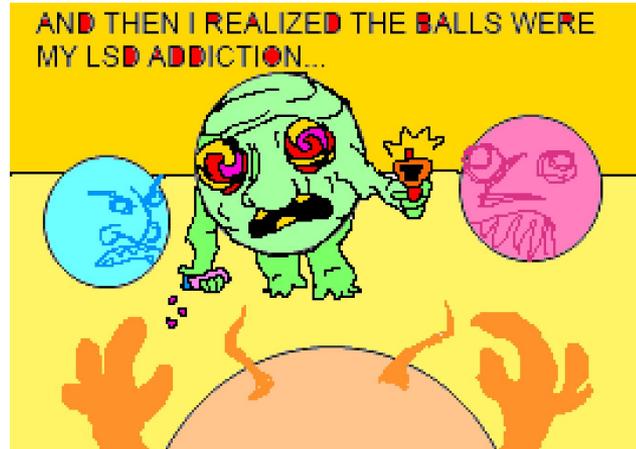
+



PsyCh0: The Ball (2016)



PsyChObALL (2013)

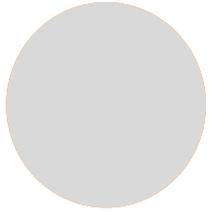


Fanart de PsyChObALL

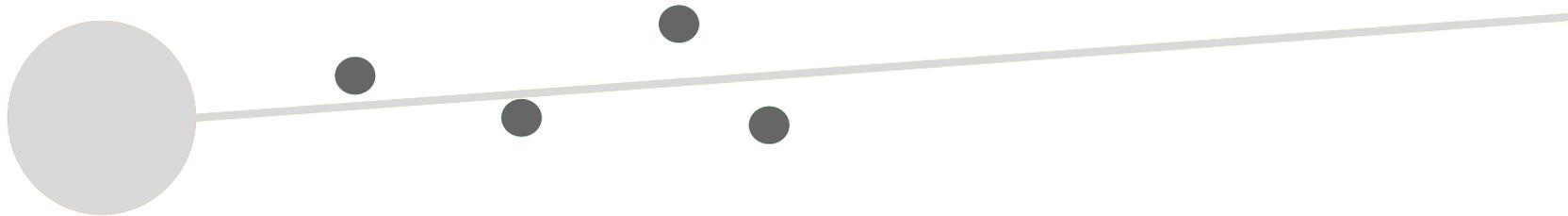
feita por Ian Elmôr Lang
(18/05/2013)

Conceitos e Referências

Top-Down

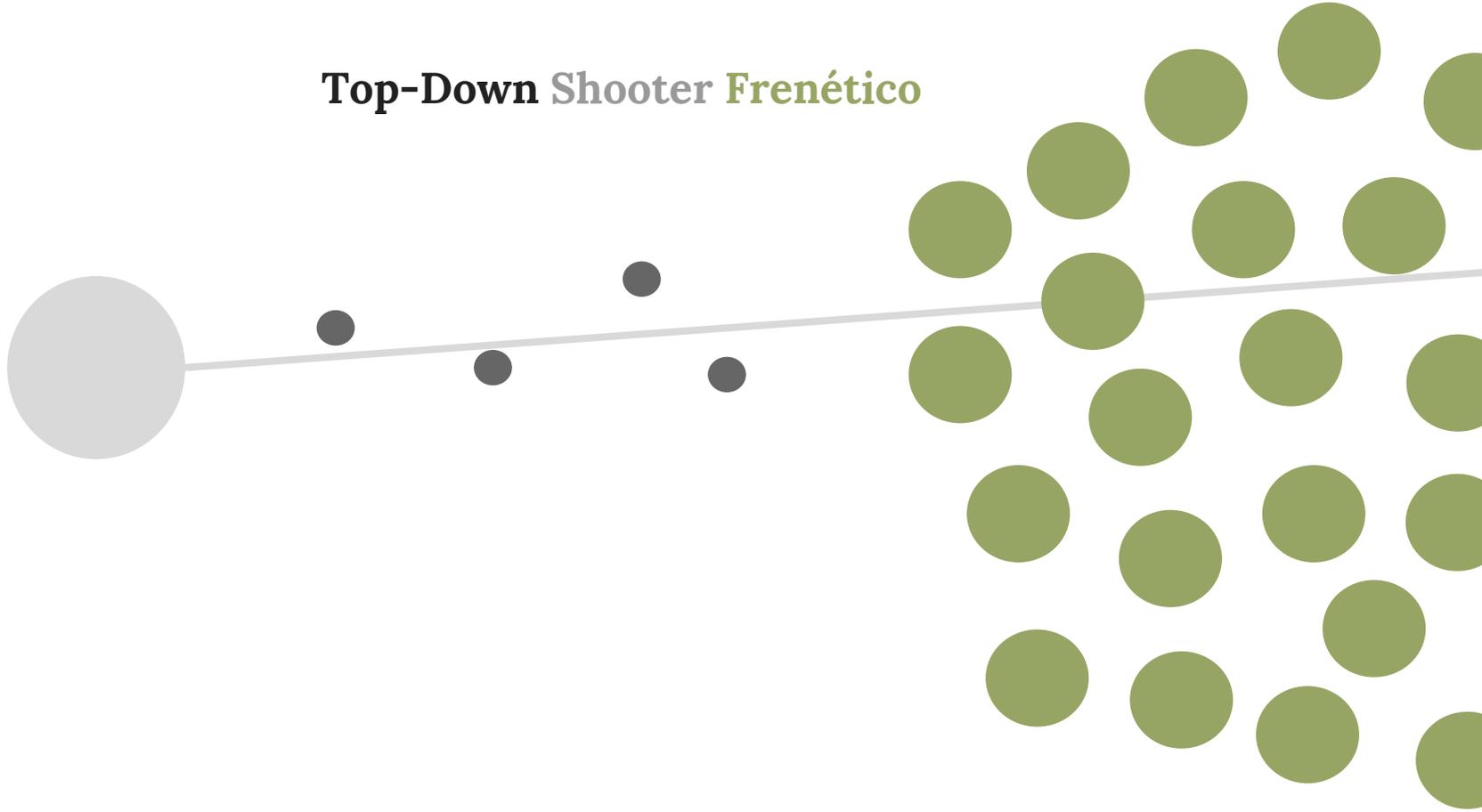


Top-Down Shooter



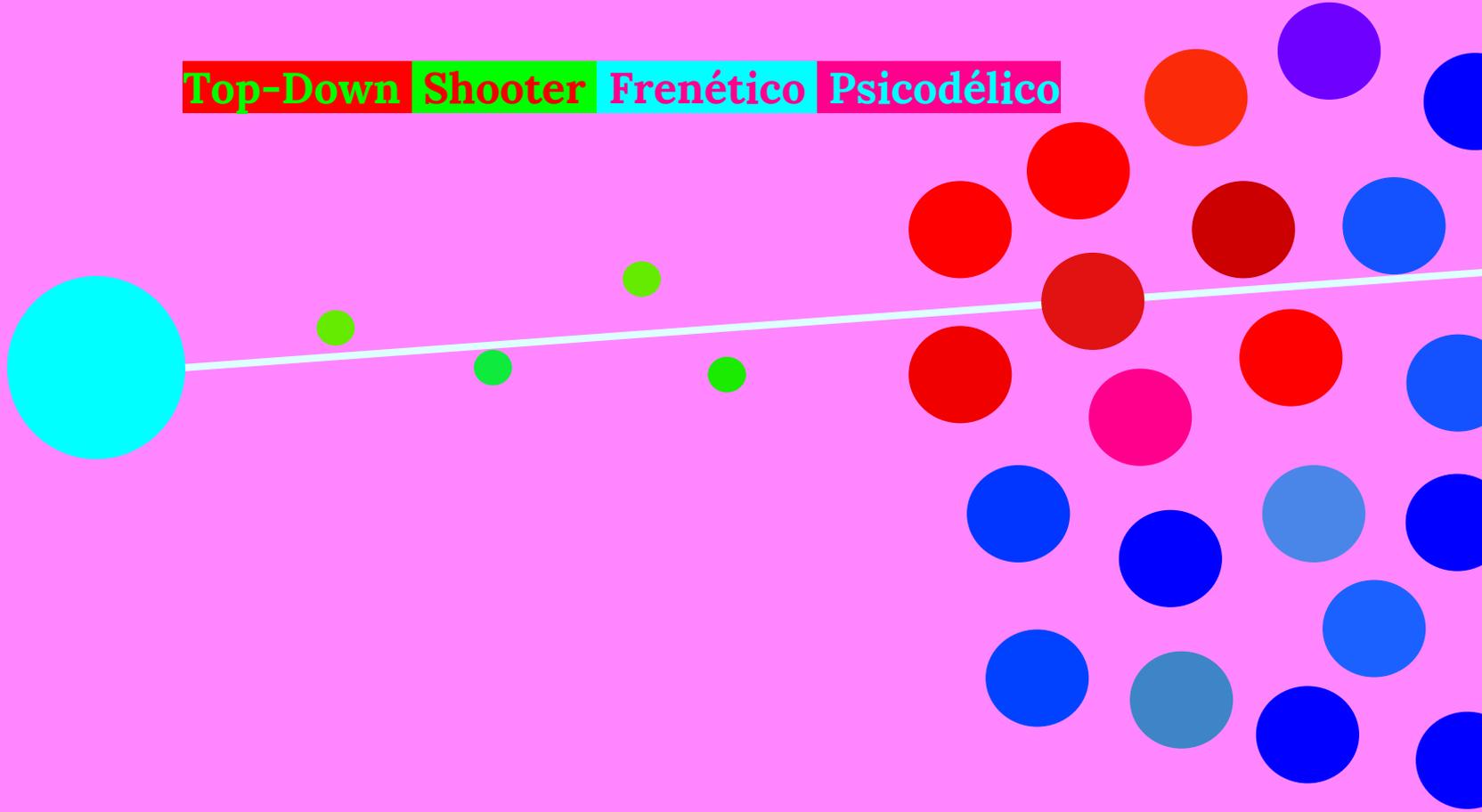
Conceitos e Referências

Top-Down Shooter Frenético



Conceitos e Referências

Top-Down Shooter Frenético Psicodélico



Conceitos e Referências

NÍVEL

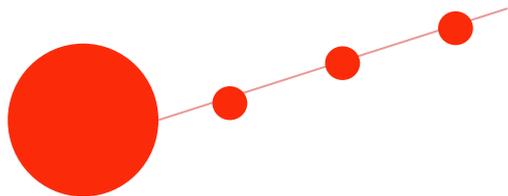


Conceitos e Referências

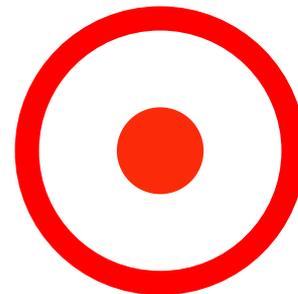
NÍVEL



Atirar



ULTRABLAST



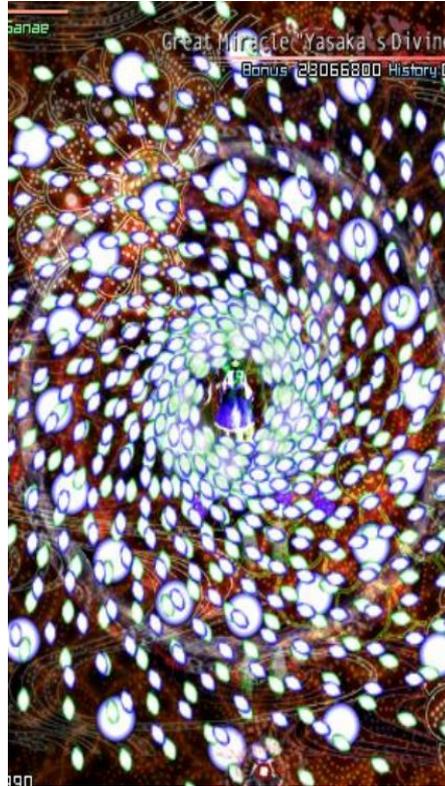
Conceitos e Referências

Hotline Miami



+

Touhou Project



+

Hexagon



Ferramentas

Software Livre

Utilizar

Estudar

Modificar

Redistribuir

Software Livre

Utilizar

Estudar

Modificar

Redistribuir

“free as in speech, not as in beer”

- Richard Stallman

Ferramentas



LÖVE2D



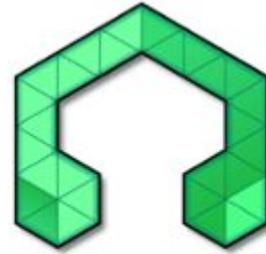
Lua



Git



Github



LMMS



GIMP

Ferramentas



LÖVE2D



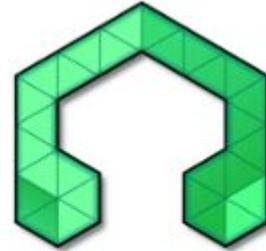
Lua



Git



Github



LMMS



GIMP

Ferramentas



LÖVE2D



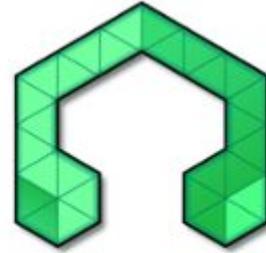
Lua



Git



GitLab



LMMS

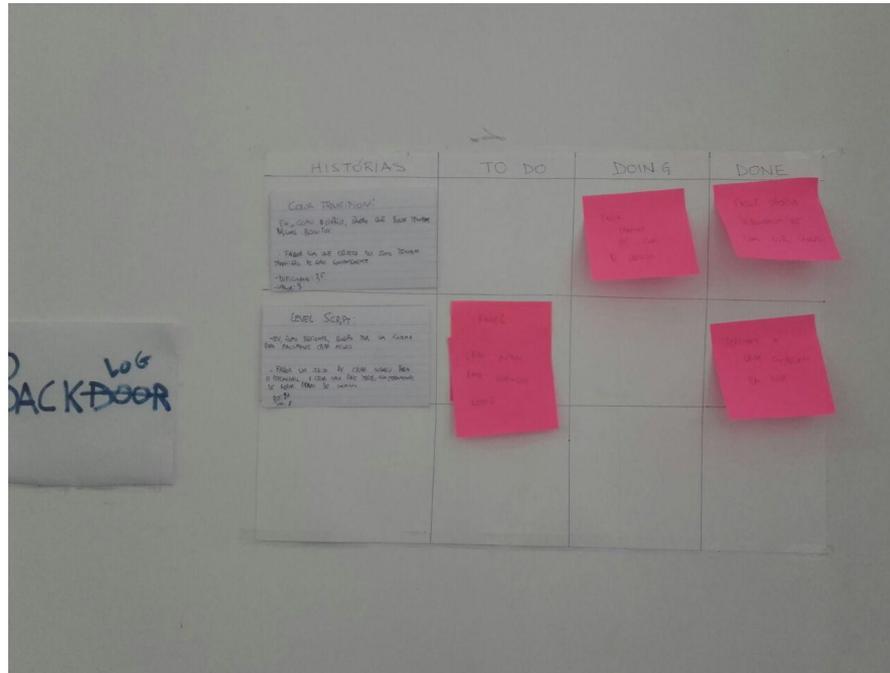


GIMP

Desenvolvimento

Metodologias Ágeis

Metodologias Ágeis



Metodologias Ágeis

ⓘ **15 Open** ✓ 56 Closed Author ▾ Labels ▾ Projects ▾ Milestones ▾ Assignee ▾ Sort ▾

- ⓘ **Psychoball dying sfx should play only half when he dies for reals** **bug**
#73 opened on 22 Oct by rilifon 0 of 2 Psycho Return
- ⓘ **Second boss runs away from you very slowly in his final form** **enhancement** **juice**
#68 opened on 21 Sep by rilifon Psycho Return
- ⓘ **Gamepad mapping** **feature**
#63 opened on 27 Mar by rilifon 0 of 2 Psycho Return
- ⓘ **Gamepad Support** **feature**
#62 opened on 27 Mar by rilifon 0 of 5 Psycho Return
- ⓘ **Level 3-1 pt1** **level**
#58 opened on 24 Oct 2016 by rilifon
- ⓘ **Level 3** **level**
#57 opened on 24 Oct 2016 by RenatoGeh 0 of 4
- ⓘ **Post-mortem explosion** **feature** **maybe** 1
#56 opened on 19 Oct 2016 by rilifon
- ⓘ **Aim circle inversed color** **enhancement** **juice** **maybe**
#53 opened on 17 Oct 2016 by rilifon
- ⓘ **Screen Capture** **feature**
#51 opened on 3 Oct 2016 by rilifon

Game Loop:

Desenvolvimento

Game Loop:

```
while ( true )  
{  
    processInput ( );  
    update ( );  
    render ( );  
}
```

Game Loop:

```
while ( true )  
{  
    processInput ( );  
    update ( );  
    render ( );  
}
```

Simple **TE**mplAte for **MA**kING Games
(with LÖVE)

Game Loop:

```
while ( true )  
{  
    processInput ( );  
    update ( );  
    render ( );  
}
```

STEAMING (*with* LÖVE)

Desenvolvimento

Game Loop:

```
while ( true )  
{  
    processInput ( );  
    update ( );  
    render ( );  
}
```

STEAMING (*with LÖVE*)

```
ELEMENT = Class {  
    self.tp,  
    self.subtp,  
    self.id,  
    self.death,  
    (...)  
}
```

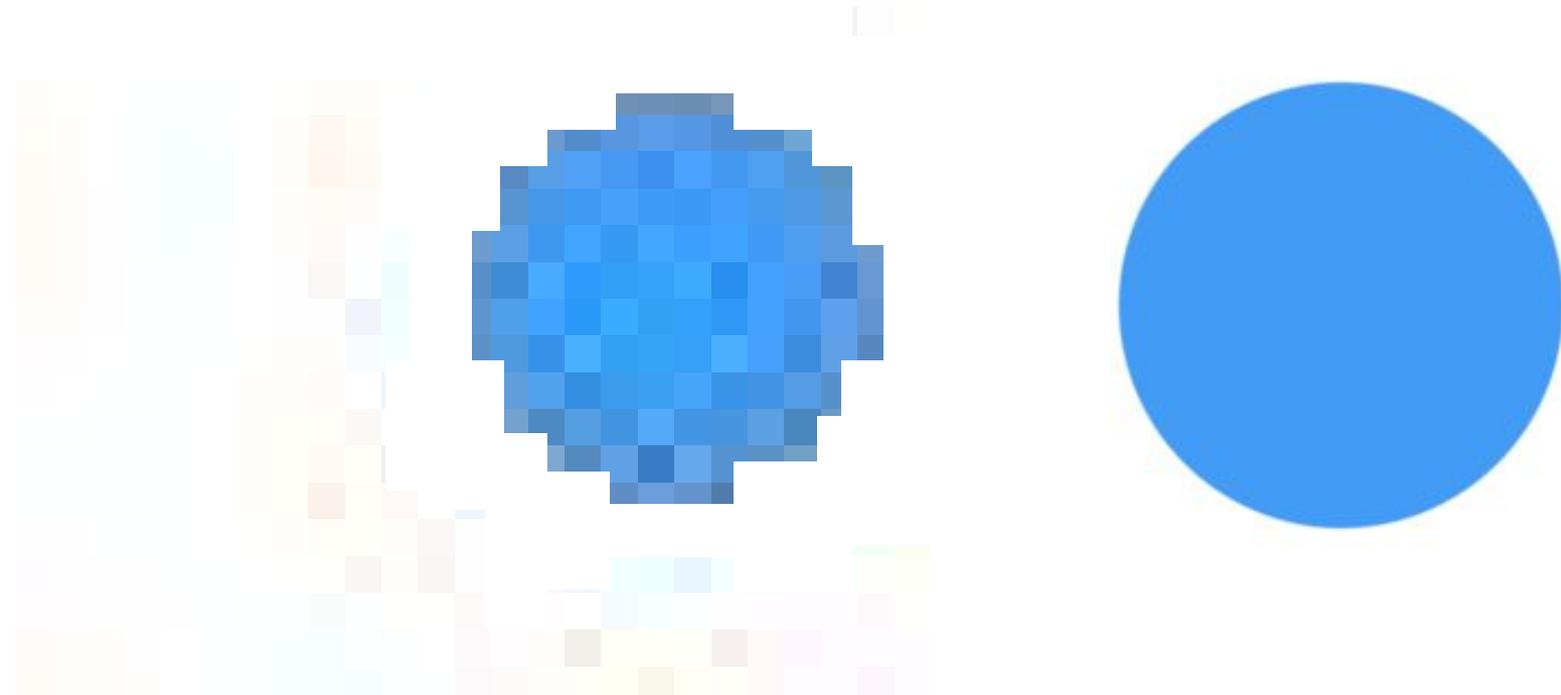
Shaders

Anti-Aliasing Shader

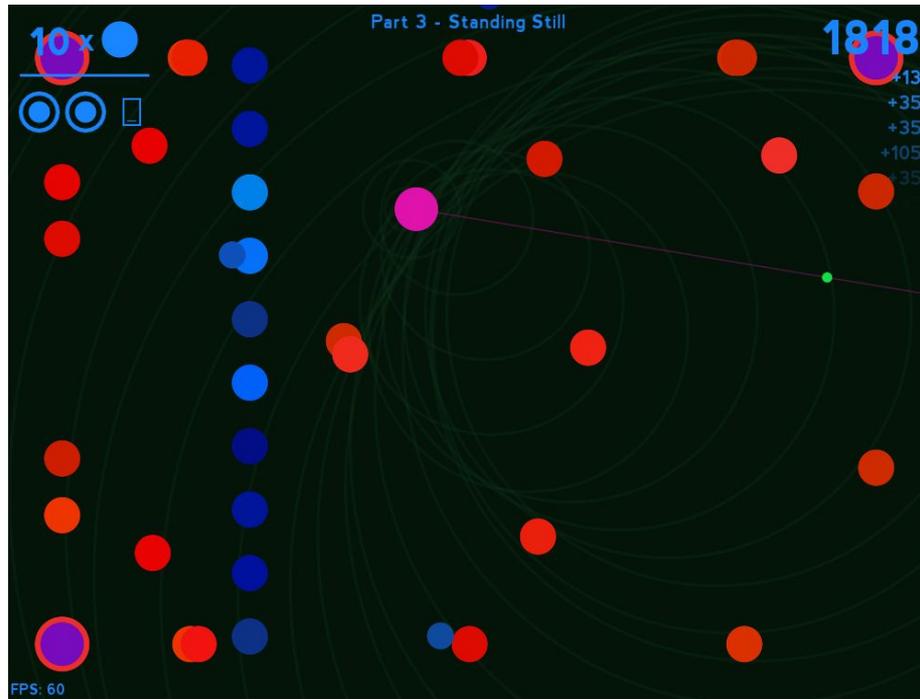
Anti-Aliasing Shader



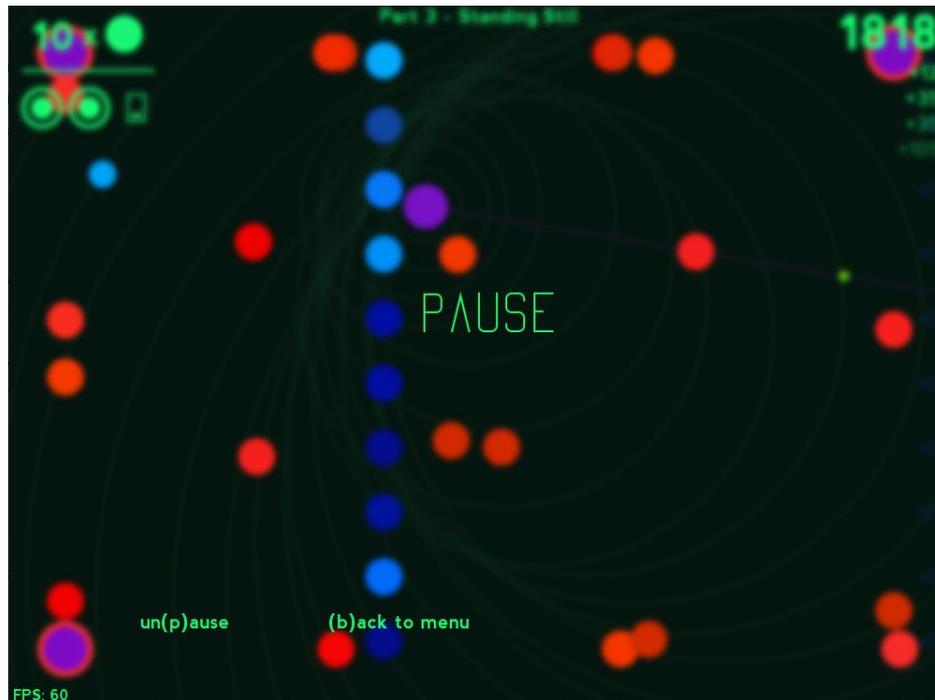
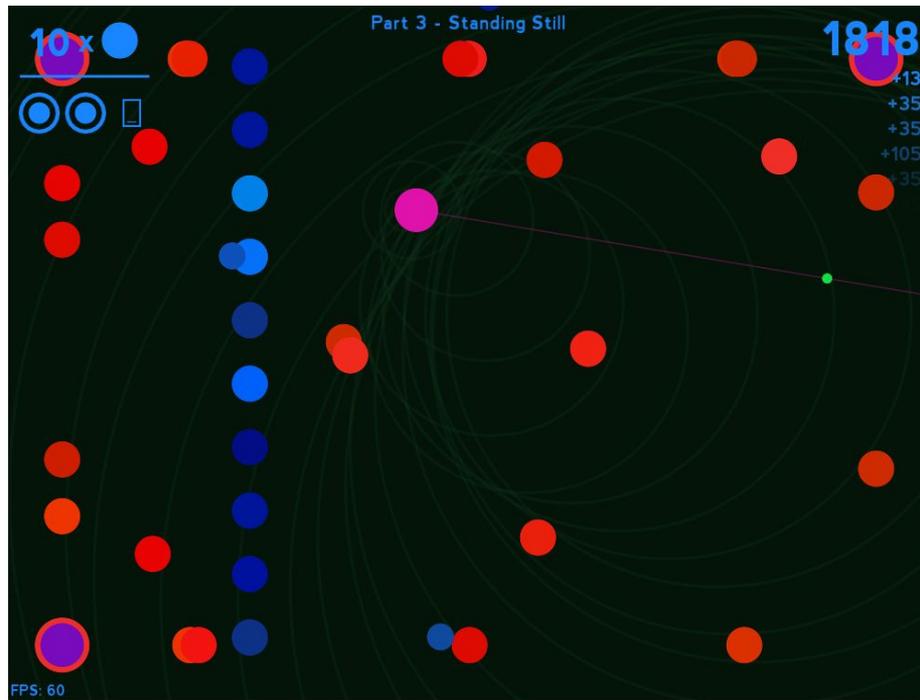
Anti-Aliasing Shader



Blur Shader



Blur Shader



Resultados

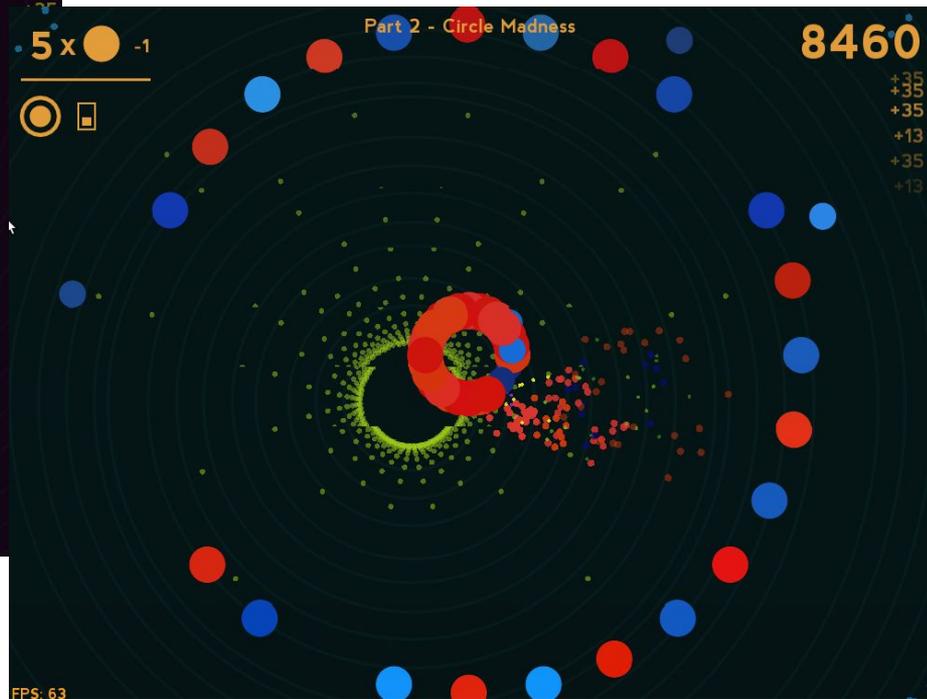
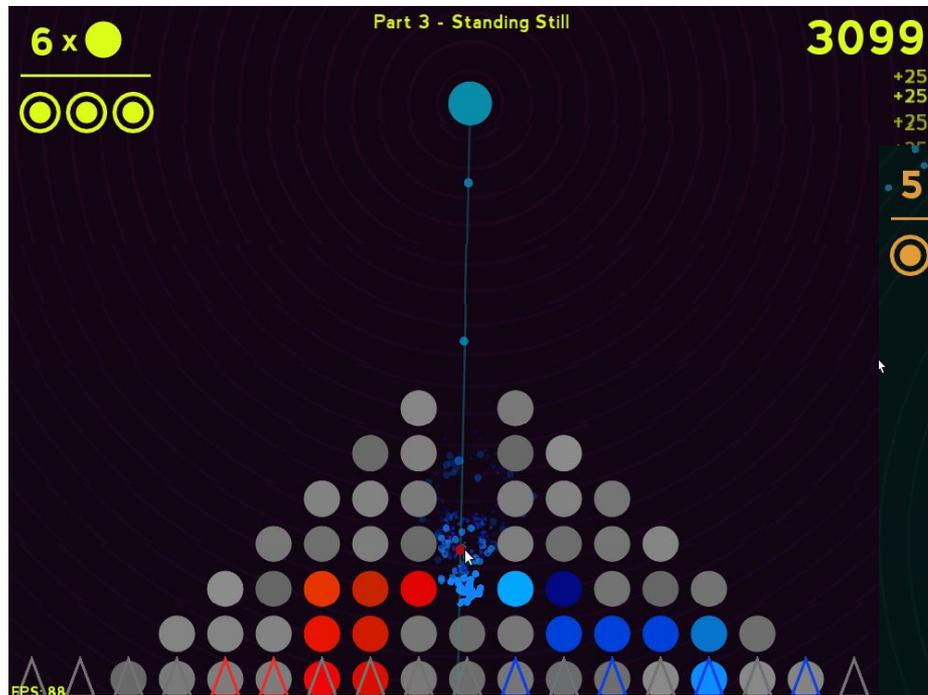
Resultados

- **2 fases** únicas com **quatro seções** cada
- **5 tipos de inimigos** diferentes; **2 chefões finais**, um no fim de cada nível
- **4 trilhas sonoras**
- **Tutorial**
- **Sistema de Highscore**
- **Sistema de criação e edição de níveis**

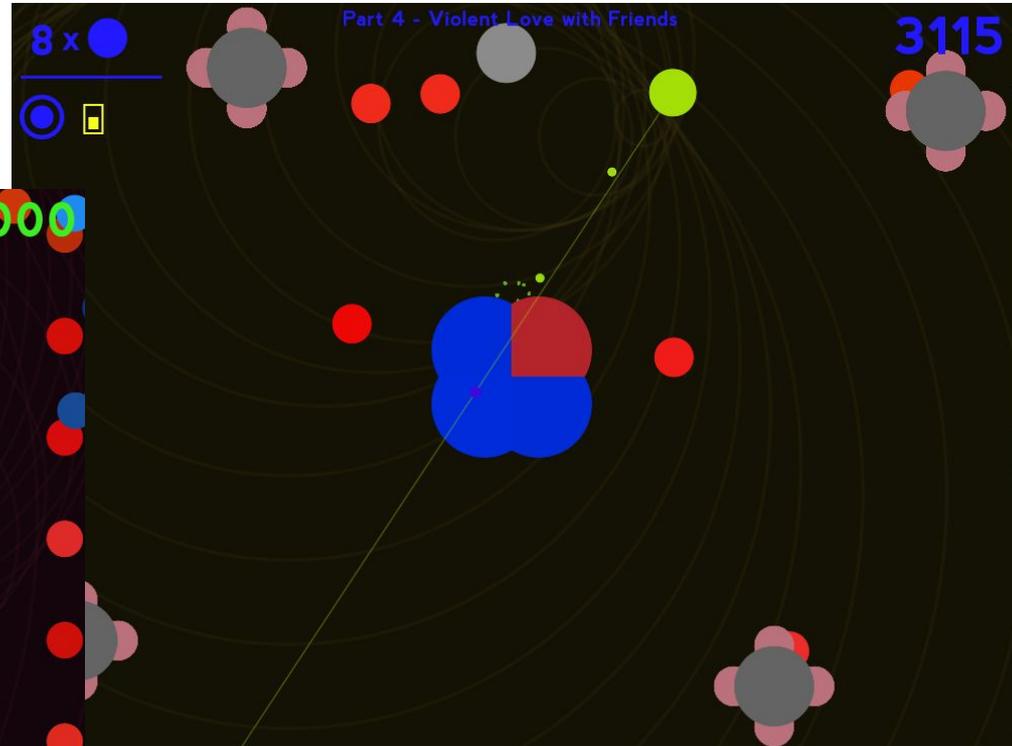
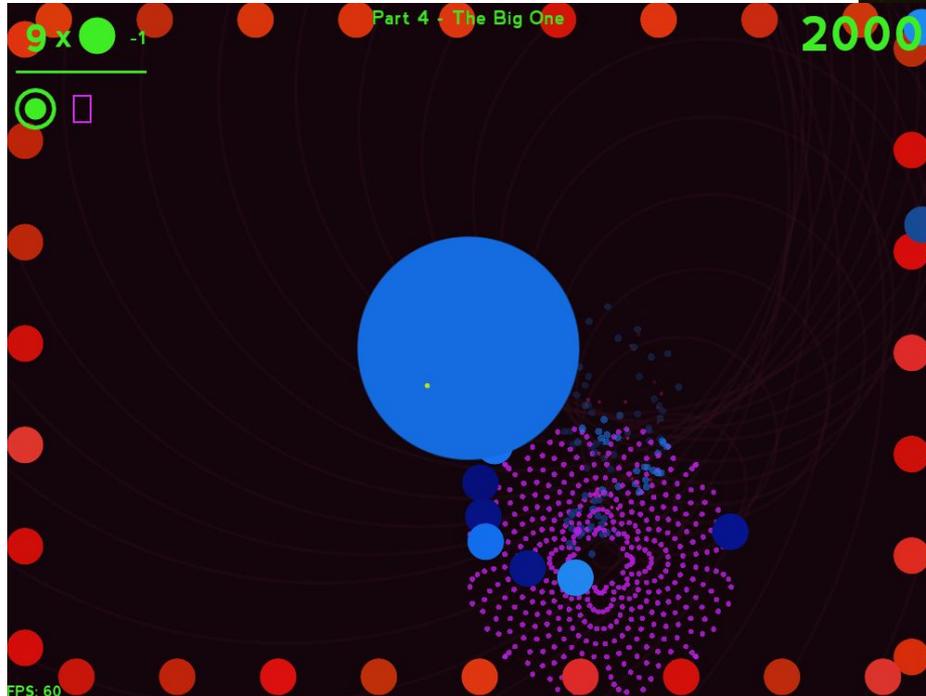
Resultados



Resultados



Resultados



Resultados

Última Versão Lançada:

<https://github.com/uspgamedev/Project-Telos/releases>

Código Fonte:

<https://github.com/uspgamedev/Project-Telos/>



III let's (test) play

quando:
sexta-feira
08 / 12

onde:
Auditório
CCSL
IME-USP

10h - 18h

Perguntas?

Contato
rilifon @ gmail . com

Obrigado!