Lean & Mean - a 2D Game Library

By Sebastian Haberey

Diplom.De Okt 2003, 2003. Taschenbuch. Book Condition: Neu. 211x148x5 mm. Neuware - Diploma Thesis from the year 2003 in the subject Computer Science - Software, grade: 1,3, University of Applied Sciences - Beuth (Informatik), language: English, abstract: Inhaltsangabe:Abstract: This report describes the development of a class library, designed as a tool to produce twodimensional games while making use of up-to-date 3D technology. The design and implementation of each library component, such as graphic, sound, sprites or collision detection, is described. There is a special focus on collision detection algorithms in a hybrid 2D / 3D environment. The report starts with an introduction which states the reasons behind the project and lists the project s objectives. The main section consists of two parts. In the first part, technology choices, the project time schedule and the development process are discussed. The second part describes the important library classes one by one. The larger sections start with an analytical part, proceed with an implementation description and close with an evaluation regarding the particular class. Finally, the project is reviewed, comparing the outcome to the project plan and the project s overall objectives. A summary is given of what I have learnt in the...

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