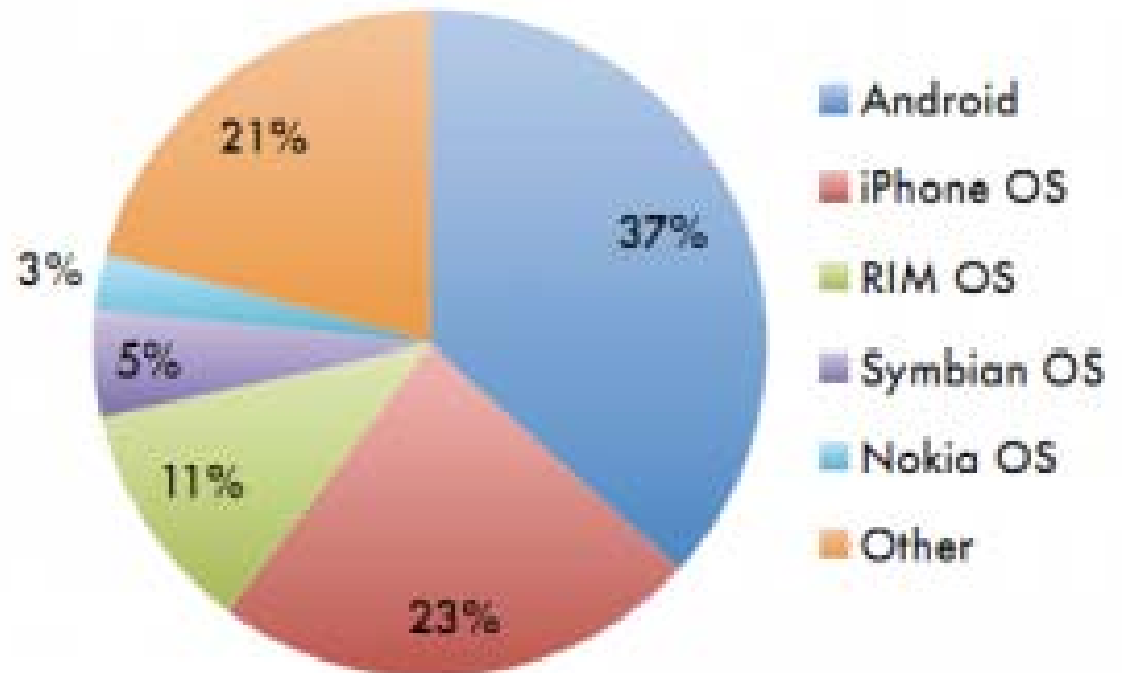
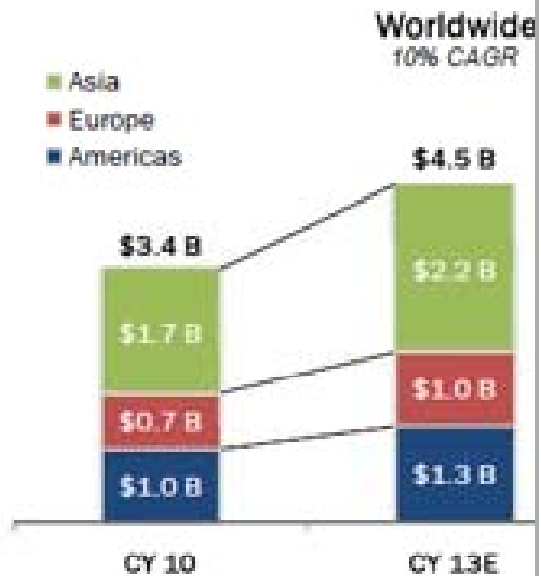




MOBILE GAME DEVELOPMENT


Mobile Game Market

Mobile Interac





Syllabus

- Unity
 - Corona
 - Cocos2D/3D
 - Comparison
 - Flash
- 

Unity - introduction

- Unity iPhone Interface - Demo

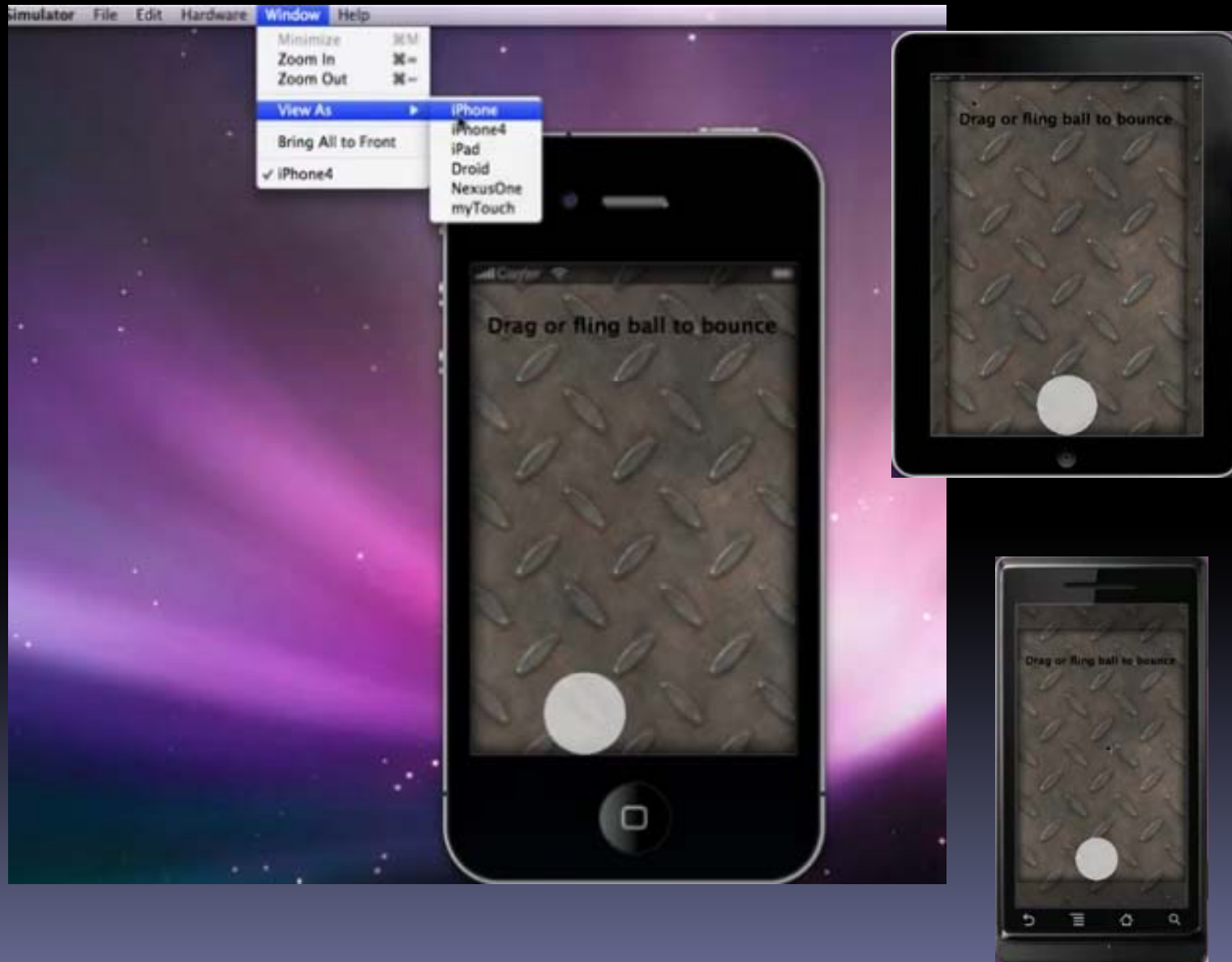
Unity - features

- Deployment on multiple platforms
- Integration with Blender, Cinema 4D..
- Support bump mapping, reflection mapping, shadow mapping....
- Built-in physics engine
- Unity asset server for version control
- Support Multiplayer networking
- Larger file sizes
- Not optimized for 2d

Corona - introduction



Cocos2d - GUI



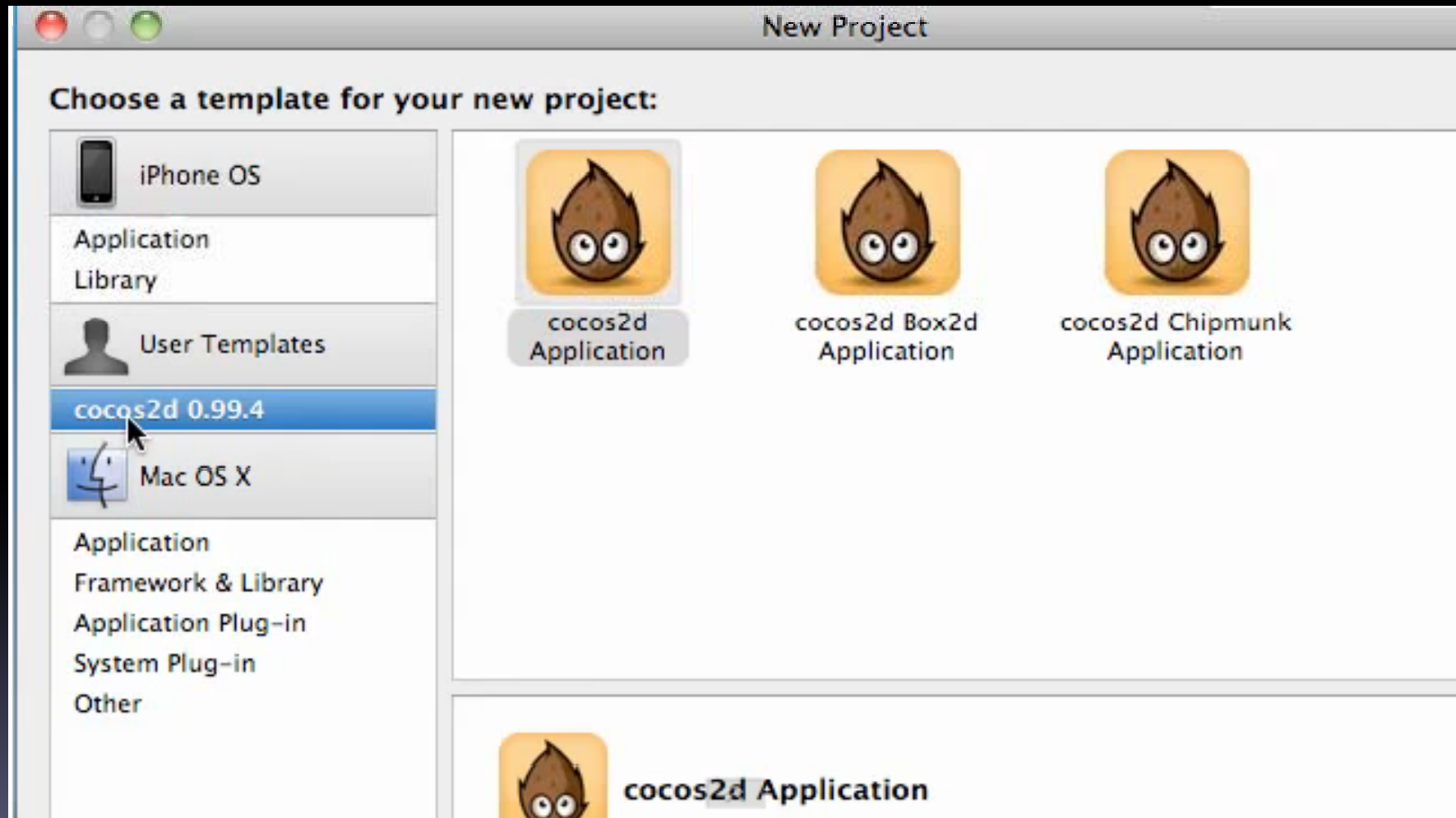
Cocos2d - GUI

```
main.lua
1  --> Add physics engine, start up the engine, and apply gravity
2  local physics = require("physics")
3  physics.start()
4  -- Set gravity to act "down" (ie, toward the bottom of the device)
5  physics.setGravity(0, 9.8)
6
7  --> Add background image
8  local background = display.newImage("bkg_bricks.png")
9
10 --> Add balloon to stage and position
11 local balloon = display.newImage("red_balloon.png")
12 balloon.x = display.contentWidth/2
13 --> Turn balloon into physics body
14 physics.addBody(balloon, { bounce = 0.5} )
15
16 --> Add floor image and position
17 local floor = display.newImage("floor.png")
18 floor.y = display.contentHeight - floor.stageHeight/2
19 --> Turn floor into a physics body
20 physics.addBody(floor, "static", { bounce = 0.2})
21
22 --> Hide status bar using setStatusBar()
23 display.setStatusBar( display.HiddenStatusBar )
24
25 -- Define our touch event listener.
26 function moveBalloon(event)
27     balloon:applyLinearImpulse( 0, -0.2, balloon.x, balloon.y )
28 end
29
30 -- Add the listener to our balloon
31 balloon:addEventListener("touch", moveBalloon)
```


Corona - Features

- Native Application Development
- Support iOS and android
- Optimized performance
- Device features
- Easy to learn
- No support for compressed textures

Cocos2d - introduction



Cocos2d – features

- Objective-C based
- Easy to learn
- High performance

Comparison - Unity corona cocos

- Ease of use
- Maturity
- Performance
- 2D/3D
- Multi-platform capability
- Free or Paid license

Flash - tools

- Flash CS5 Professional
- Flash Builder (i.e., Flex Builder)
- Flash development tool

Flash – Available APIs

Accelerometer

Geolocation

Camera Roll

Orientation

Touch Event

Gesture Transform Event

NetConnection

SQLite Database

Flash – APIs not available

- Notifications
- HTML Loader
-



Thanks a lot