

Как я для  
Ludum Dare  
игру на  
Defold писал  
@SergeyLerg

May 18, 2018



# Defold

- ❑ Lightweight game engine
- ❑ 2D/3D, focus on 2D
- ❑ Lua scripting
- ❑ [defold.com](http://defold.com)



# Ludum Dare

- ❑ 1djam.com
- ❑ World wide gamejam
- ❑ 3000+ games
- ❑ Compo - 2 days solo
- ❑ Jam - 3 days team/solo
- ❑ Prize - fun and no sleep

# Ludum Dare 41

- 💡 Theme: **Combine 2 Incompatible Genres**
- 📅 Saturday April 21st to Tuesday April 24th, 2018
- 🕒 Starts at **6:00 AM** (+05) \*

Join us for the **41st** Ludum Dare! Our first event of 2018! Ludum Dare year 16. 😄

Follow the **LD/news** for the latest updates on the event.

- 📖 **Rules:** [LD/ludum-dare/rules](#)
- 📖 **Game Hosting Guide:** [LD/ludum-dare/hosting-guide](#)
- 🌐 **Real World Gatherings:** [LD/ludum-dare/41/\\$73264/real-world-gatherings-for-ludum-dare-41](#)
- 📺 **Keynote:** [LD/welcome-to-ludum-dare-41](#)

## Promos

- Free **GameMaker Studio 2** (Good until Wednesday April 25th)

Number of Users:  
Signups: 6827  
Unique Authors: 8597

## Number of Submissions: **3049**



Unfinished: **149**  
Unpublished: **3629**  
Warmups: **0**

## Types of Entries:



# Next Ludum Dare

□ August 10th 2018

# Theme selection

- 3 rounds
- Plus the final round

You are the weapon  
A light in the dark  
Keep growing  
3 rules  
Shelter  
Unusual magic  
Color changes everything  
At the beginning there is nothing  
Combine 2 incompatible genres (e.g. turn based racing)  
You really shouldn't mix those  
Floating islands  
It spreads  
The environment changes you  
Fragile  
You are what you eat  
Self-replication



# Ludum Dare 41 Theme

- Combine 2 Incompatible Genres

# StarClick

- ❑ Real Time Strategy
- ❑ Clicker



MENTAT

OPTIONS

Credits

143

Repairing starts.





2,670,099 cookies  
per second : 105,294.2



Menu

The universe has now turned into cookie dough, to the molecular level.

Stats



Store



	<b>Cursor</b> 1,257,013	81
	<b>Grandma</b> 1,166,152	67
	<b>Farm</b> 1,089,811	55
	<b>Factory</b> 1,425,045	47
	<b>Mine</b> 1,114,624	39
	<b>Shipment</b> 2,013,997	33
	<b>Alchemy lab</b> 1,427,545	18
	<b>Part</b> 1,157	5
	<b>Time machine</b> 11,500,000	1

# Cookie Clicker


Inhabitants: all dead  
Sol: mass of 87.600%

8,186,681

watts


4,735,820 per second

## Thing Maker

 Repair Solar Panel

20,174,360 watts

100

 Potato

22,844,470 watts

87



Modified speed for planetary harvesting. 64W/sec.  
1.5x in total. 0.2% of total wattage.  
15,936,200 watts

69



Spadnik

17,072,160 watts

51



Potato Plant

37,621,810 watts

35



Tater Tower

151,427,100 watts

5



Spad Gun

597,734,100 watts

19

While you were away I gained us  
12,154,640,000 power.

While you were away I gained us  
3,691,523,000 power.

There goes Mercury. Bye!

I liked Venus. We just killed Venus. It's for the  
greater good...

## Idea Lister

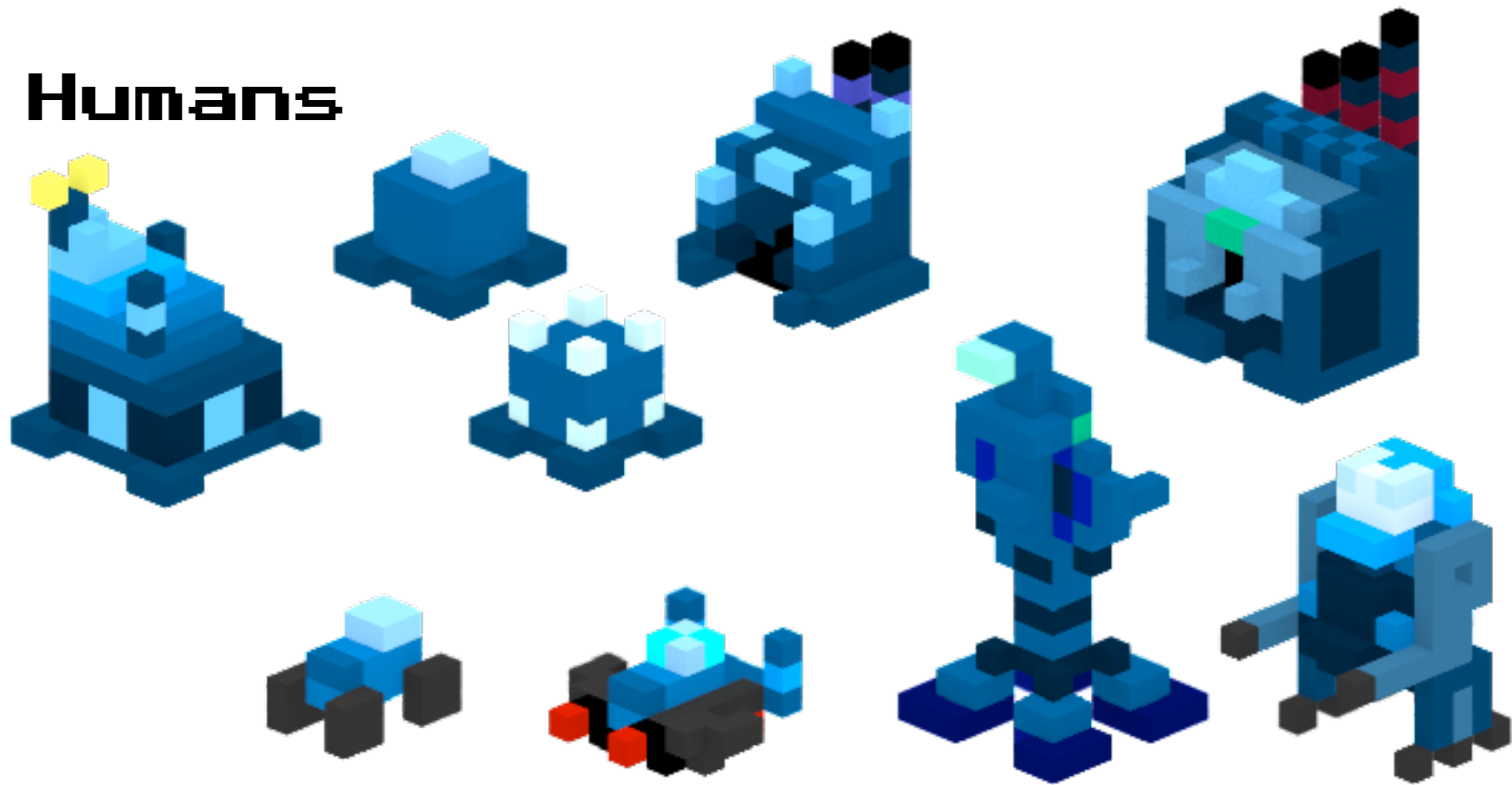
No ideas right now — come back in a bit.

# SPACEPLAN

# Plan (from outer space)

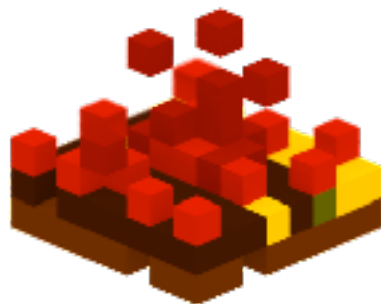
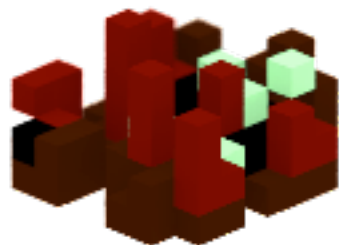
- ❑ 3D environment
- ❑ 10 levels
- ❑ Humans:
  - ❑ 4 units
  - ❑ 5 buildings
  - ❑ plates
- ❑ Aliens:
  - ❑ 4 units
  - ❑ 4 buildings

# Humans





# Aliens



## Plan (from outer space)

- ❑ Camera (rotate, pan, zoom)
- ❑ Star field background
- ❑ Left click to select
- ❑ Right click to move/attack
- ❑ Pathfinding
- ❑ Aliens AI
- ❑ UI
- ❑ Music/Sounds

# StarClick

<https://spiralcodesstudio.com/starclick>

# Start from scratch

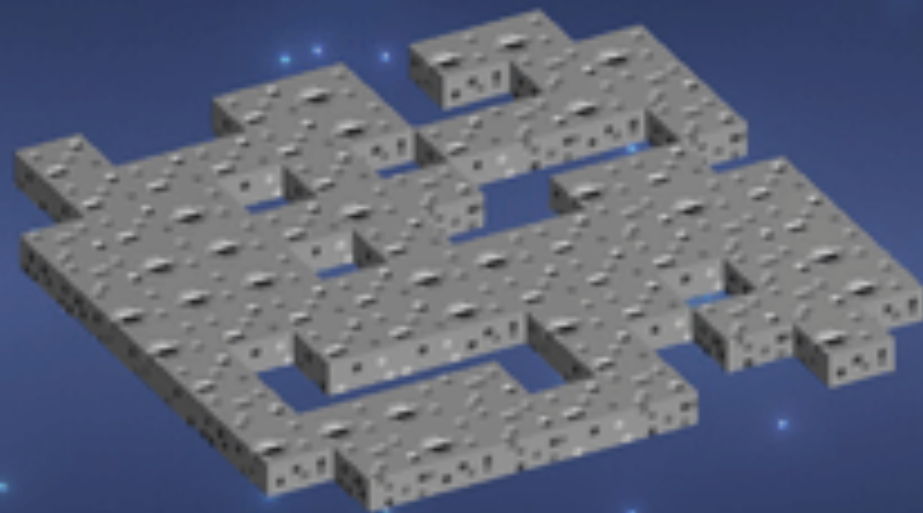
- Almost

# 3D in Defold

- ❑ Rendering pipeline
- ❑ Model loading
- ❑ Lighting
- ❑ Camera control
- ❑ 3D click selection
- ❑ Shaders

# StarClick: the beginning

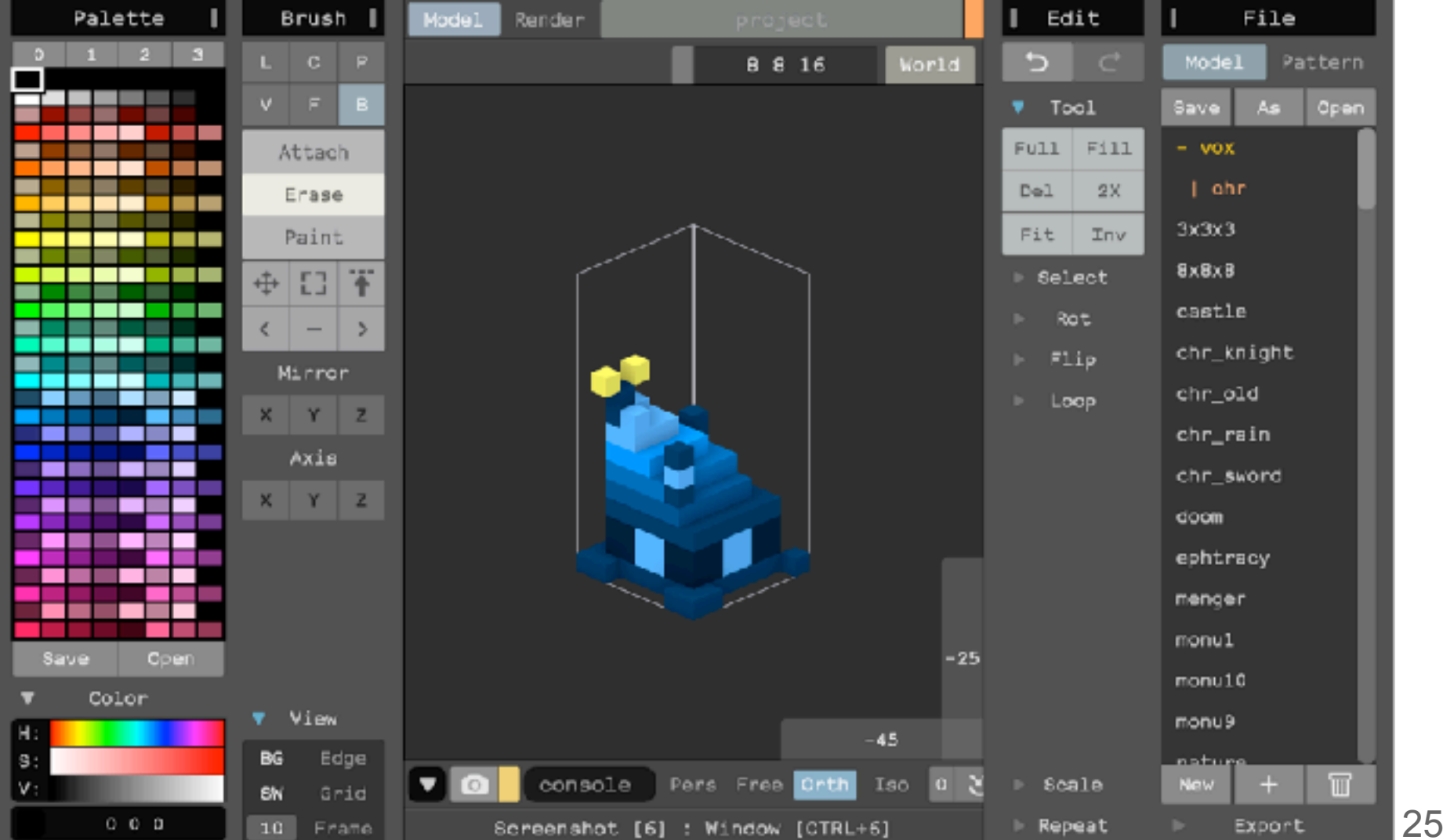
- ❑ Background
- ❑ Ground



# StarClick: the clicking

- ❑ Unit models
- ❑ Building models
- ❑ Mouse selection





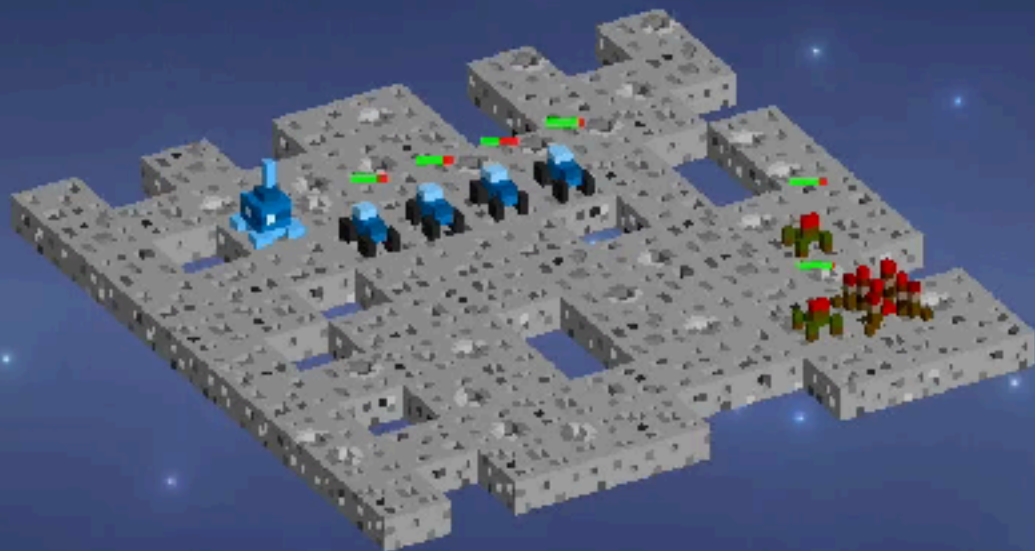
An isometric view of a game level. The terrain is composed of grey, textured blocks arranged in a complex, interconnected pattern. On the left side, there are two small blue cubes. On the right side, there is a cluster of red cubes. The background is a dark blue sky filled with numerous small, white stars.

StarClick

PLAY

# StarClick: the moving

- Unit movement
- Health bars



StarClick: the sleeping

- Get some sleep



# First day recap

- ❑ 3D render
- ❑ Camera
- ❑ Star field background
- ❑ Ground
- ❑ Basic units
- ❑ Basic buildings
- ❑ Health bars
- ❑ Pathfinder

# Ludum Dare feed

- ❑ Find interesting games
- ❑ Promote your game



# StarClick: the awakening

- ❑ Basic AI
- ❑ Attacking

An isometric view of a game level. The terrain is composed of grey, textured blocks of varying heights, creating a maze-like environment. On the left side, there are four blue, tank-like vehicles with a single turret each, arranged in a line. On the right side, there are several red, more complex vehicles or structures. The background is a dark blue sky filled with numerous small, white stars.

StarClick

PLAY



IT'S ALIVE!!!!

# AI

- Each frame:
  - For each enemy unit:
    - 1% chance to pick a random target and go attack it.

# StarClick: the end?

- ❑ UI
- ❑ Resources
- ❑ Construction
- ❑ Levels
- ❑ Units
- ❑ Balance
- ❑ Music
- ❑ Sounds
- ❑ Bugs

The background is a dark blue space with faint, wispy clouds and numerous small white stars. In the center, there is a cluster of grey, blocky terrain resembling a small island or a space station. On this terrain, there are several small, colorful characters or objects: a blue one on the left, a red one in the middle, and a green one on the right. The title "StarClick" is written in a large, white, sans-serif font, with the letters slightly overlapping the central terrain.

# StarClick

PLAY

Created for Ludum Dare 41 Compo by @SergeyLerg

# Особенности Lua в Defold



[https://youtu.be/IUtJJhQSLek?  
list=PLXsXu5srjNlxFX6LU3uQedjXmtPn8nDmR&t=19916](https://youtu.be/IUtJJhQSLek?list=PLXsXu5srjNlxFX6LU3uQedjXmtPn8nDmR&t=19916)

**Defold - вжух и написал игру**



<https://www.youtube.com/watch?v=sqq-o2K6ZTw>



# THANKS

for listening

Questions?

@SergeyLerg

May 18, 2018