

OOP Techniques in a Simple Game

Trainer: Radu Albastroiu

Format: 3 courses ~ 2h

Difficulty: beginner

Get started with object oriented programming in a fun and entertaining way by creating a simple sprite based game using the Cocos2D framework. In the course we will use C++, the gaming industry standard.

In this workshop we'll:

- develop a simple game using Cocos2D framework and C++
- gradually refactor the previous code, introducing concepts like encapsulation, abstraction, inheritance, and polymorphism

Sessions:

1. Intro in framework mechanics and coding a part of the game.
2. Examine the previous code and refactor it using object oriented thinking.
3. Finish refactoring the code and add more features to make use of extensibility.