

Intro to Game Development with Love <3

Mimi Suarez

C12328-teachers@esp.mit.edu

November 17th, 2018

Overview

In this class, you will learn basic programming skills and concepts, such as object oriented programming, as well as introductory game development techniques using the Love2d game framework and the Lua programming language. Because of this, no really programming/game dev experience is necessary. In addition to this, we will explore very basic asset creation and how to find free assets online. The class will be fairly fast paced as there is a lot of material to cover.

Goal

The goal is not to have a completed game by the end of class, but rather a strong framework that you can finish a game with! I highly encourage you to take your project with you and continue working on it.

Software

In this class we will be using Love2d for our game. Love2d uses Lua as its programming language. We will be using some free library code, which will be included as a document.

Sources

If you would like to explore some of the tools we will be using in the class, here are the links:

<https://love2d.org/>

<https://www.lua.org/>

Lua programming guide:

<http://tylernelson.com/a/learn-lua/>

<https://devhints.io/lua>