

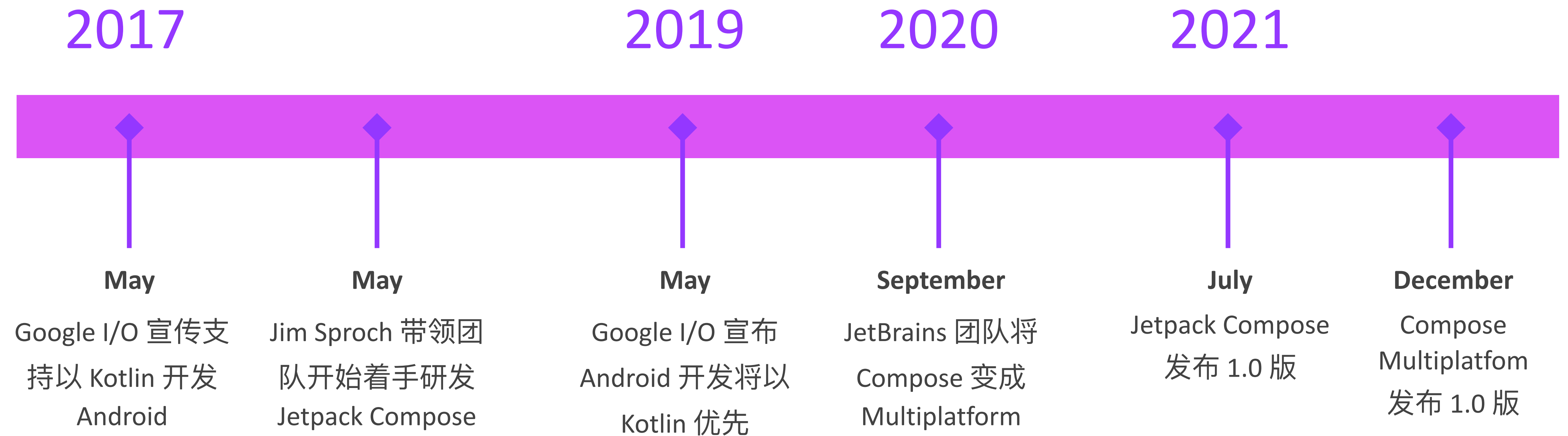
Live Coding :

用 Compose Multiplatform

写出第一个小游戏

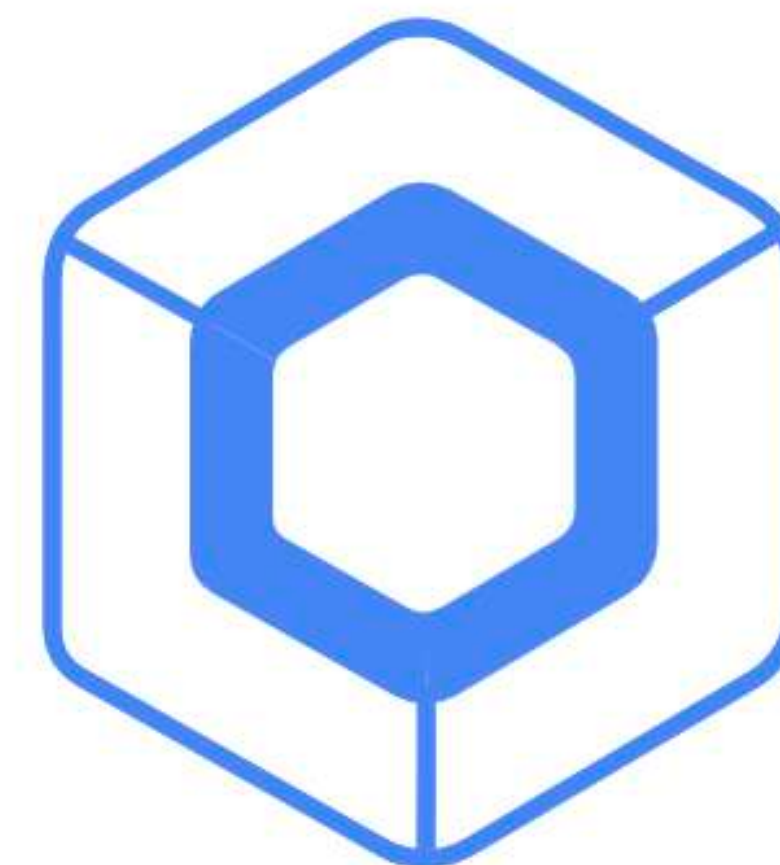
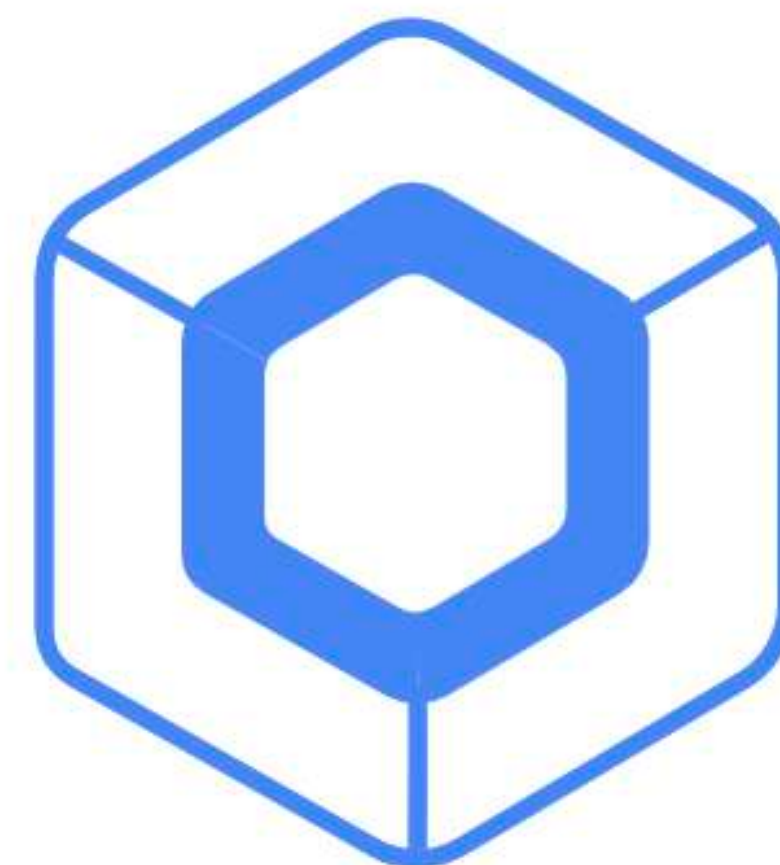
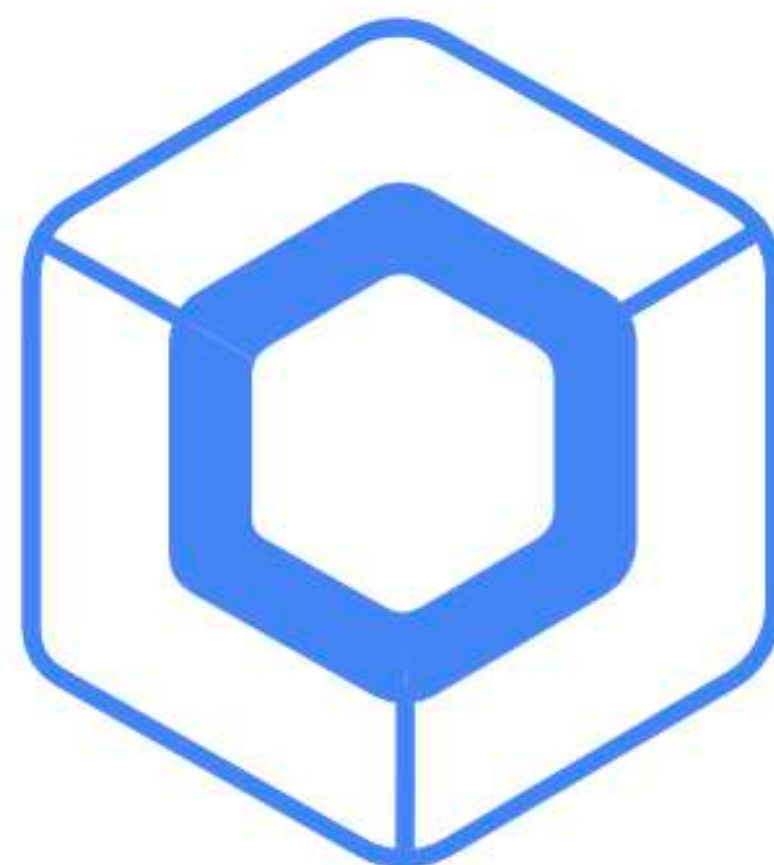
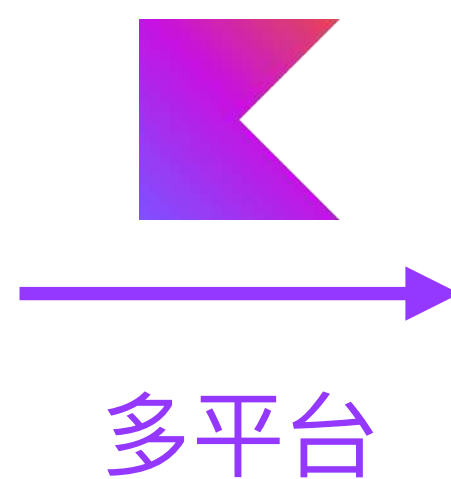
刘长炯、范圣佑

Compose 发展史



从 Jetpack Compose 到 Compose Multiplatform

android 



Jetpack Compose
搭建 Android UI

Compose for Desktop
搭建 Desktop UI

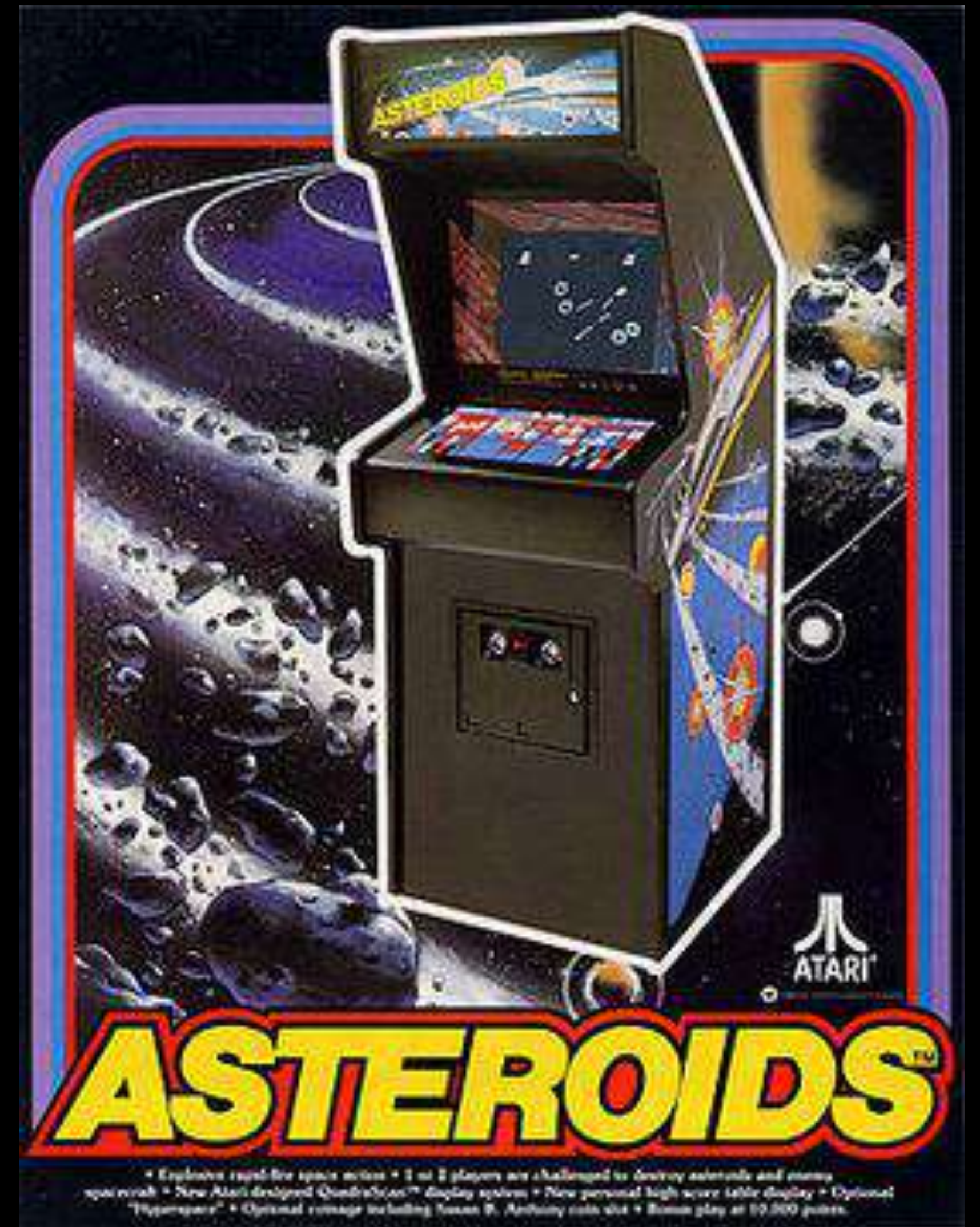
Compose for Web
搭建 Web UI

Compose for iOS
搭建 iOS UI

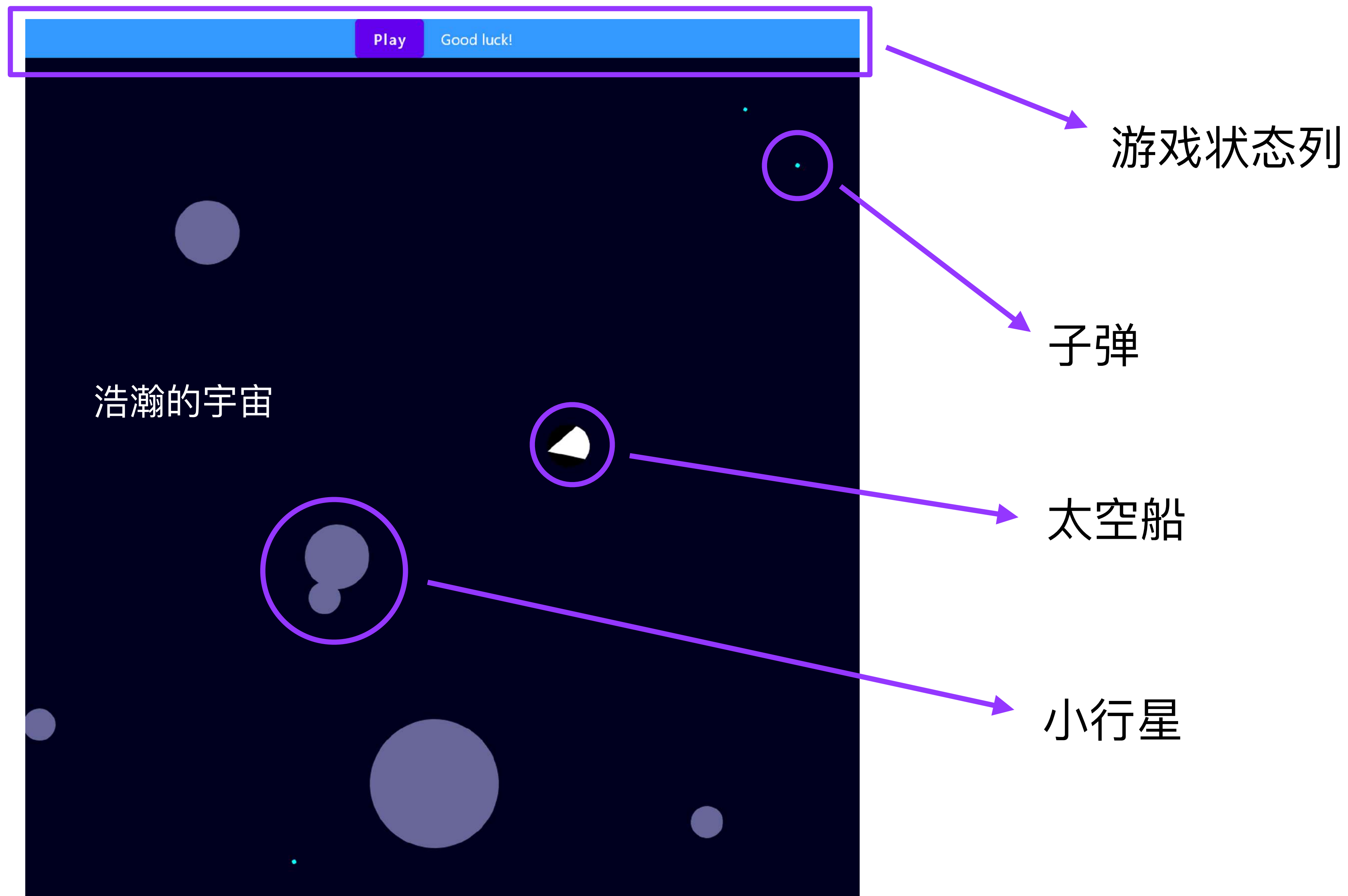
经典街机游戏 - Asteroids



《爆破彗星》是 Atari 公司在 1979 年发行的一个街机游戏。它是街机黄金年代里其中一个最受欢迎及具影响力的游戏。《爆破彗星》使用矢量图形与二维视角。玩家需要操控一架航天器去避开及以子弹摧毁飞来飞去的彗星。 — Wikipedia

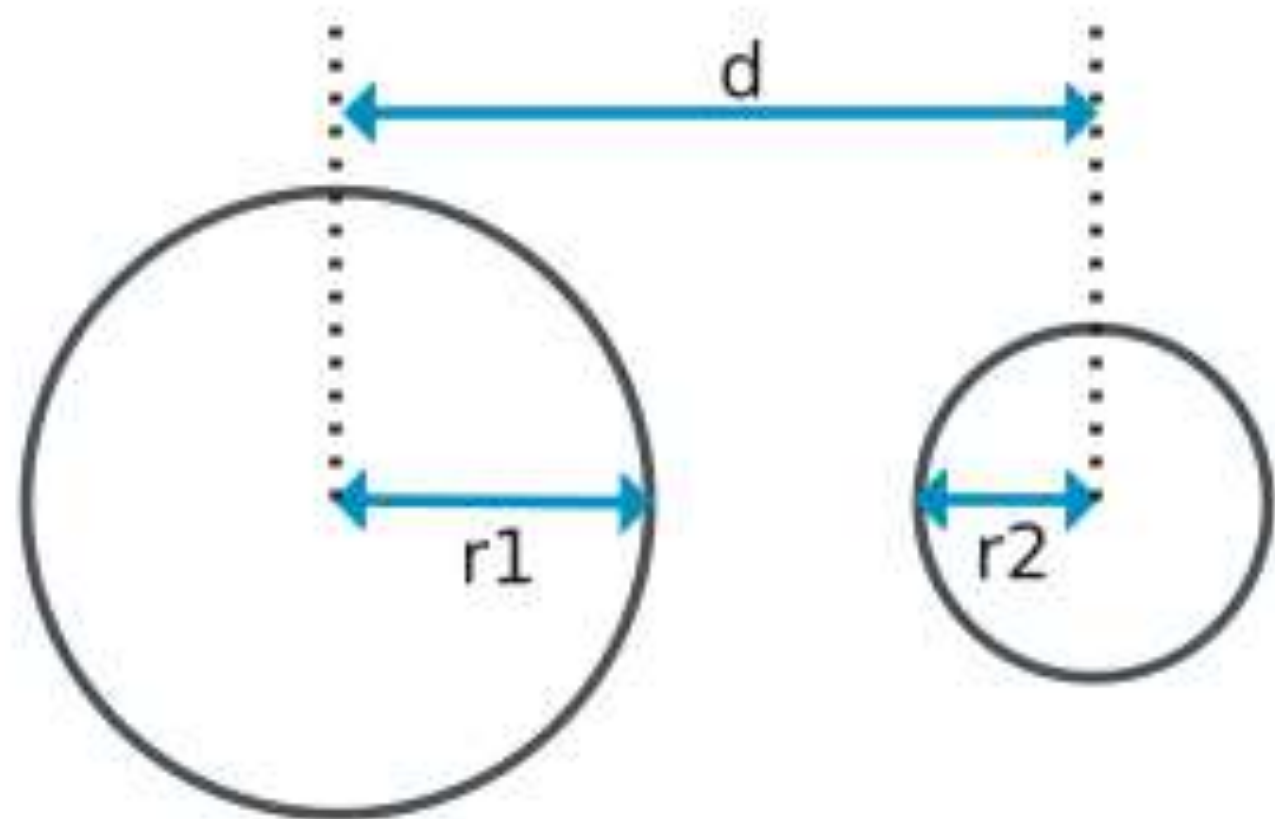


游戏 UI

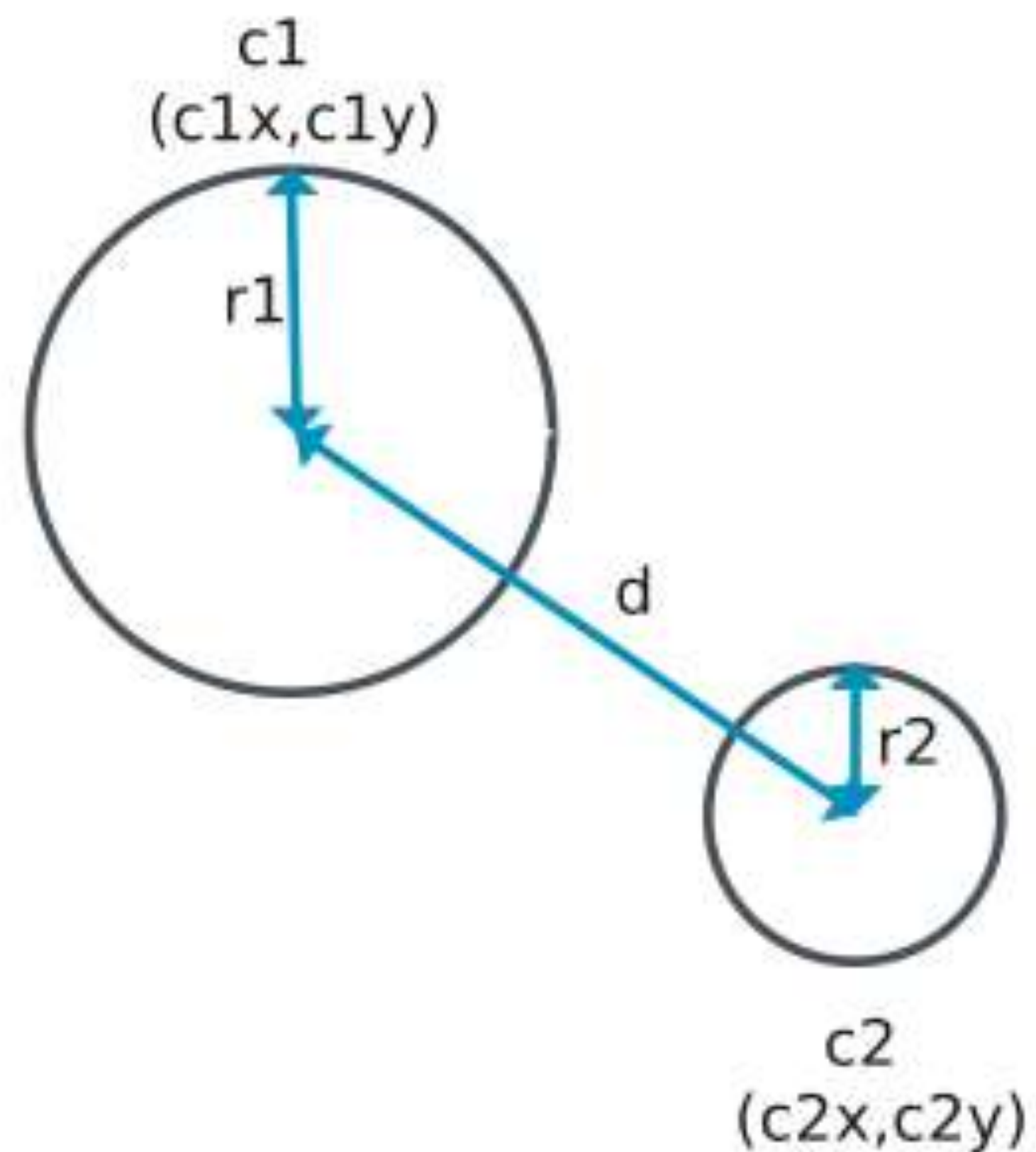
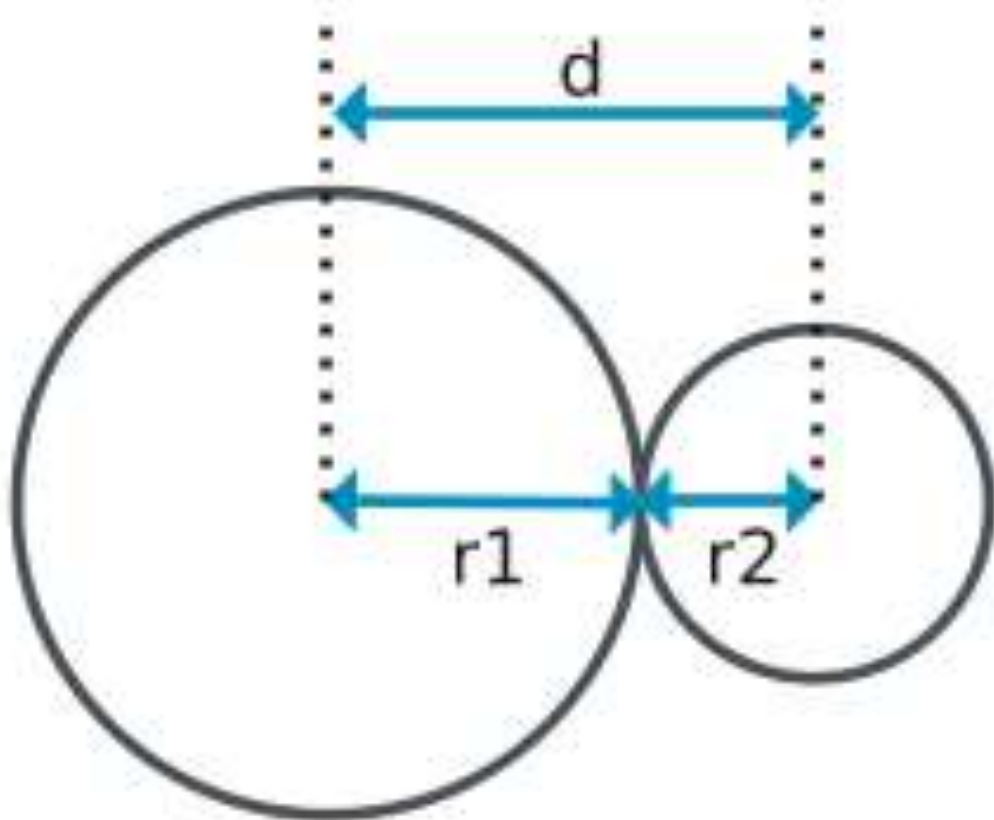


碰撞检测

$d > r1 + r2$
No collision

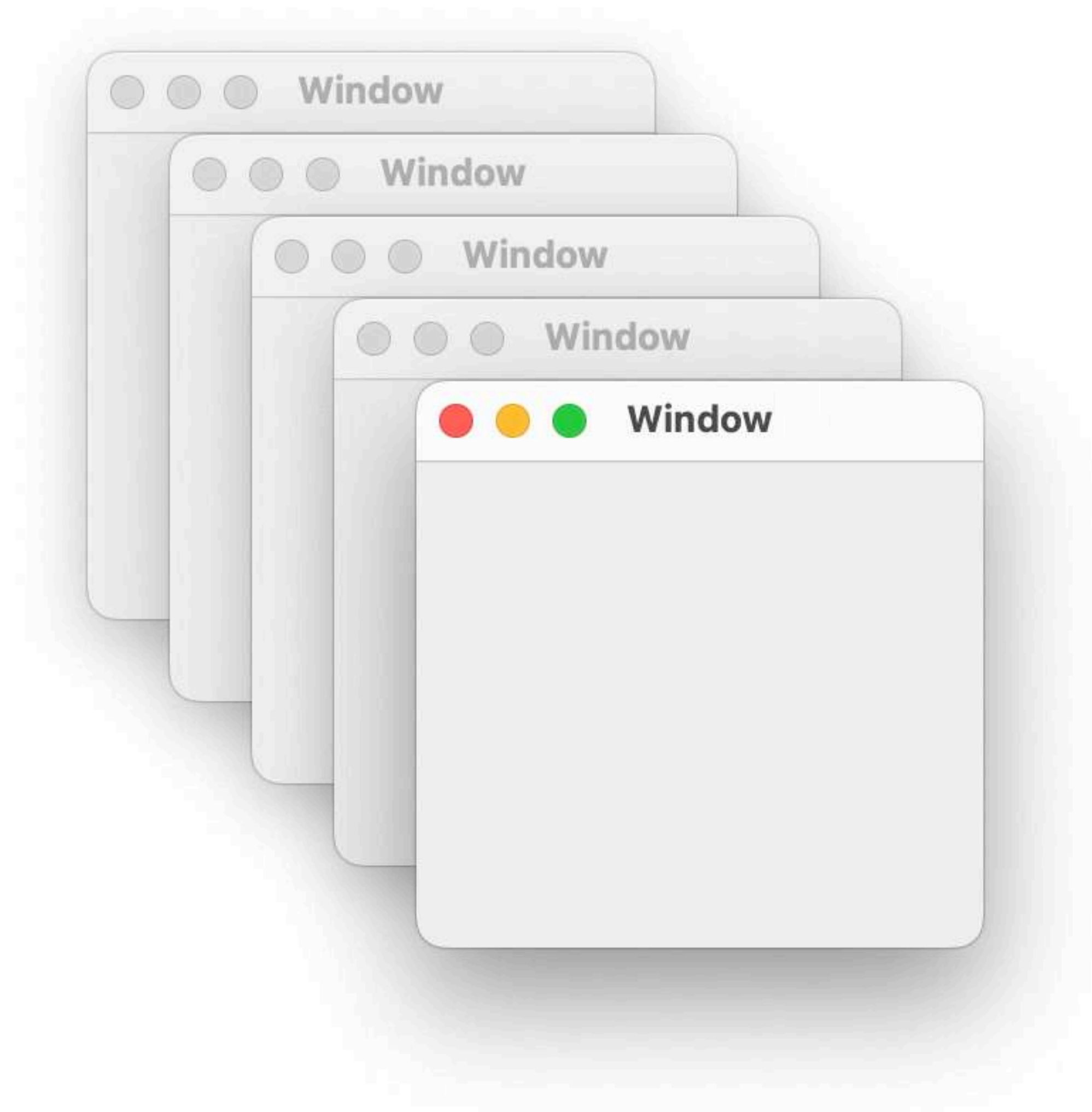


$d \leq r1 + r2$
Collision



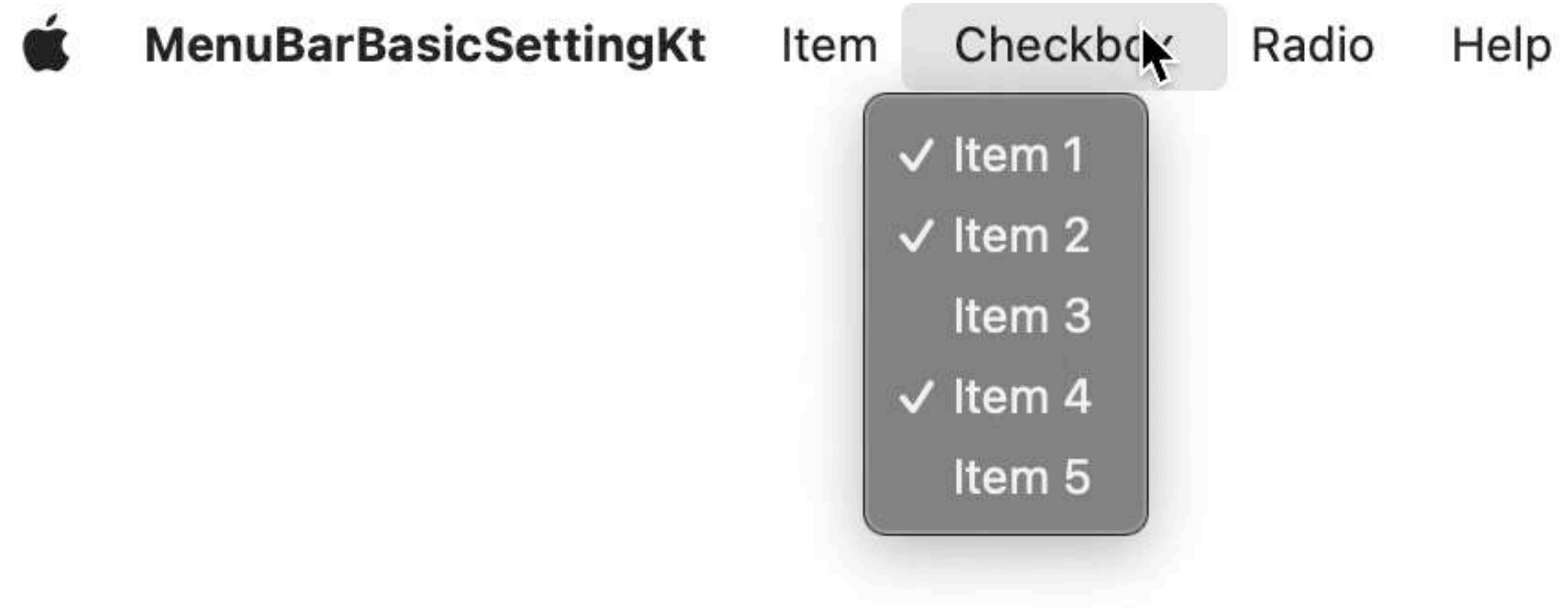
Desktop 特有组件

- **Window**
- **Menu**
- **Tooltip**
- **Tray**
- **Scrollbar**
- **Notification**



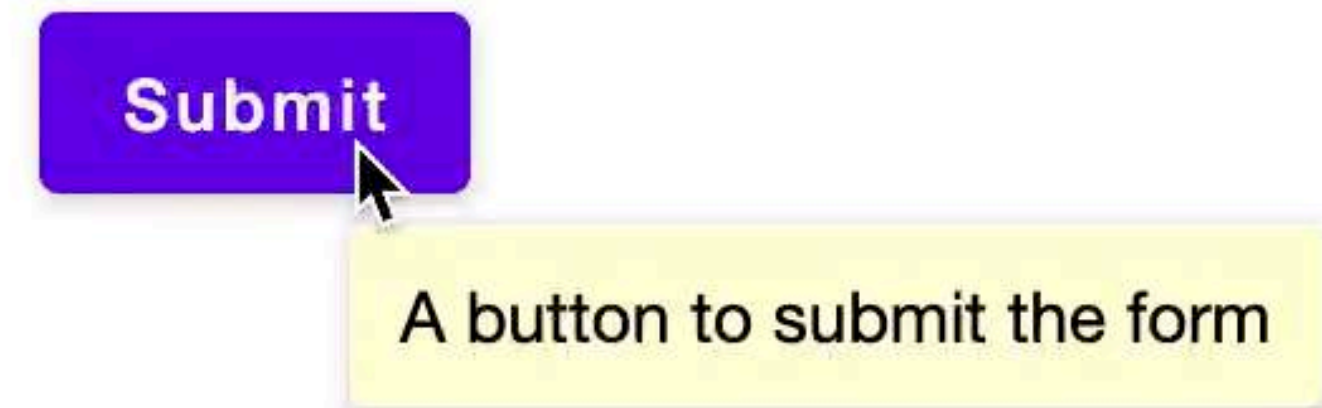
Desktop 特有组件

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- Scrollbar
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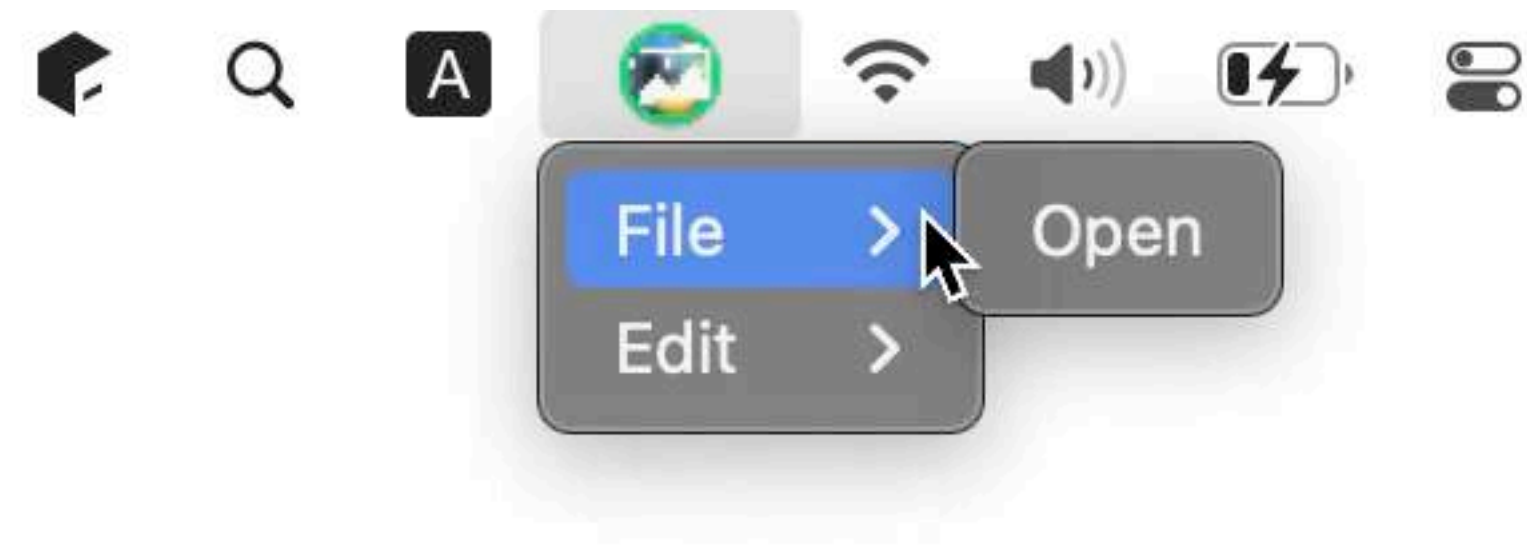
Desktop 特有组件

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- Tray
- Scrollbar
- Notification



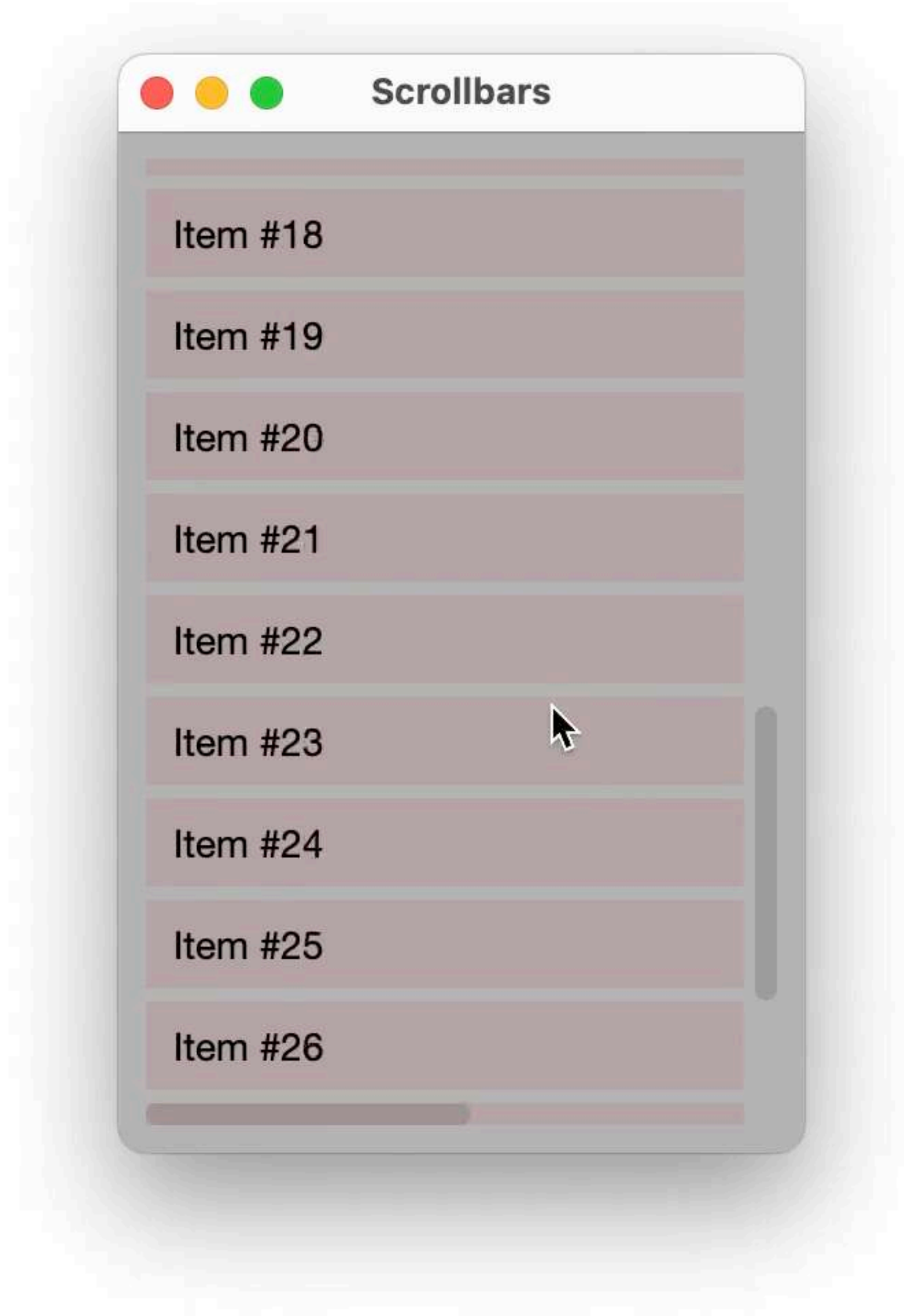
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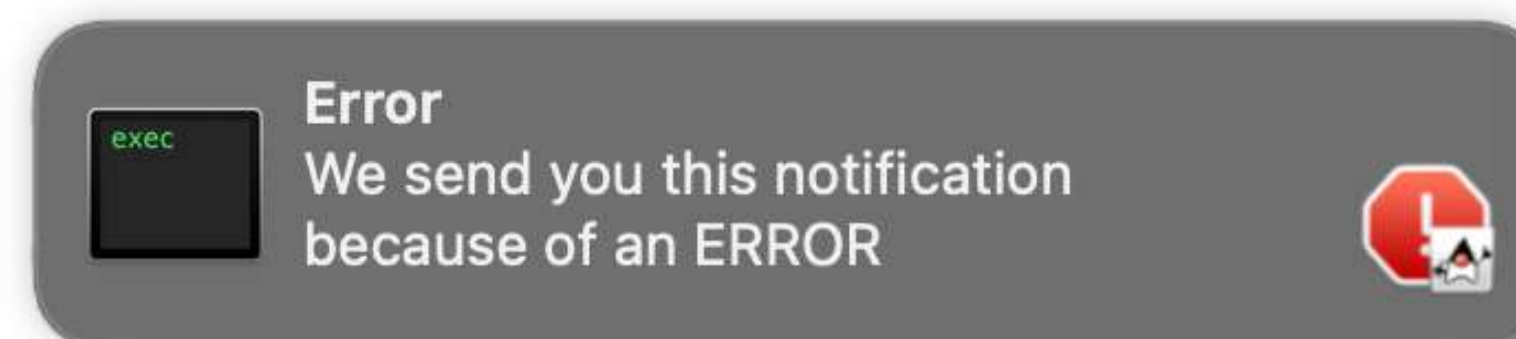
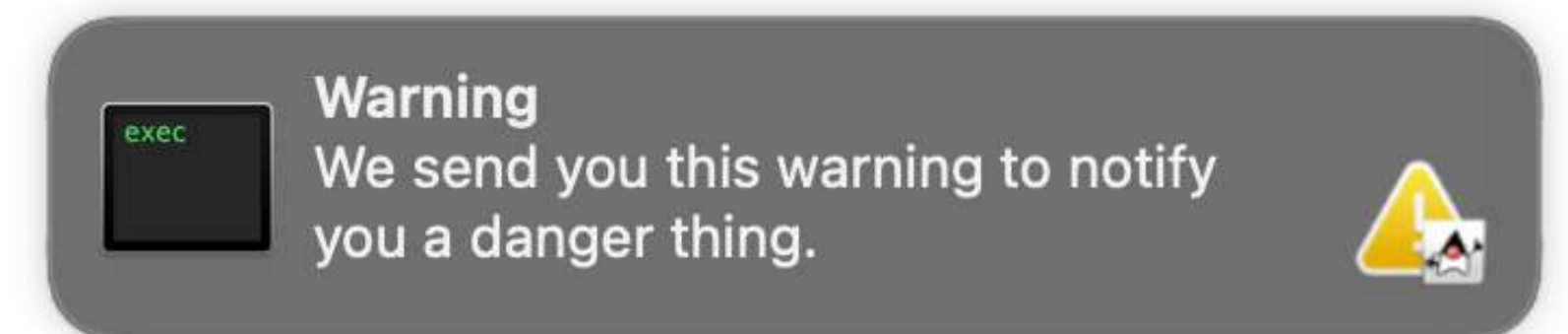
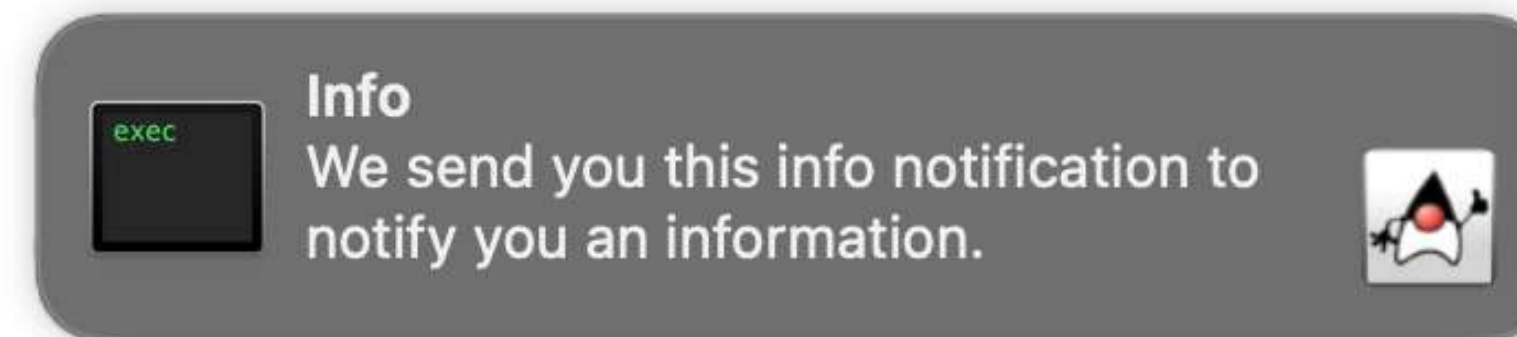
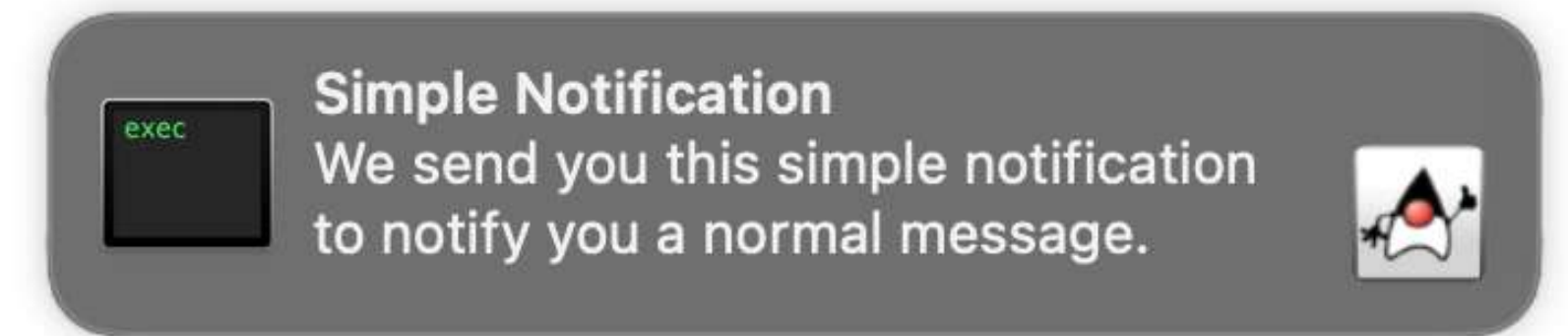
Desktop 特有组件

- Window
- Menu
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- Tray
- **Scrollbar**
- Notification



Desktop 特有组件

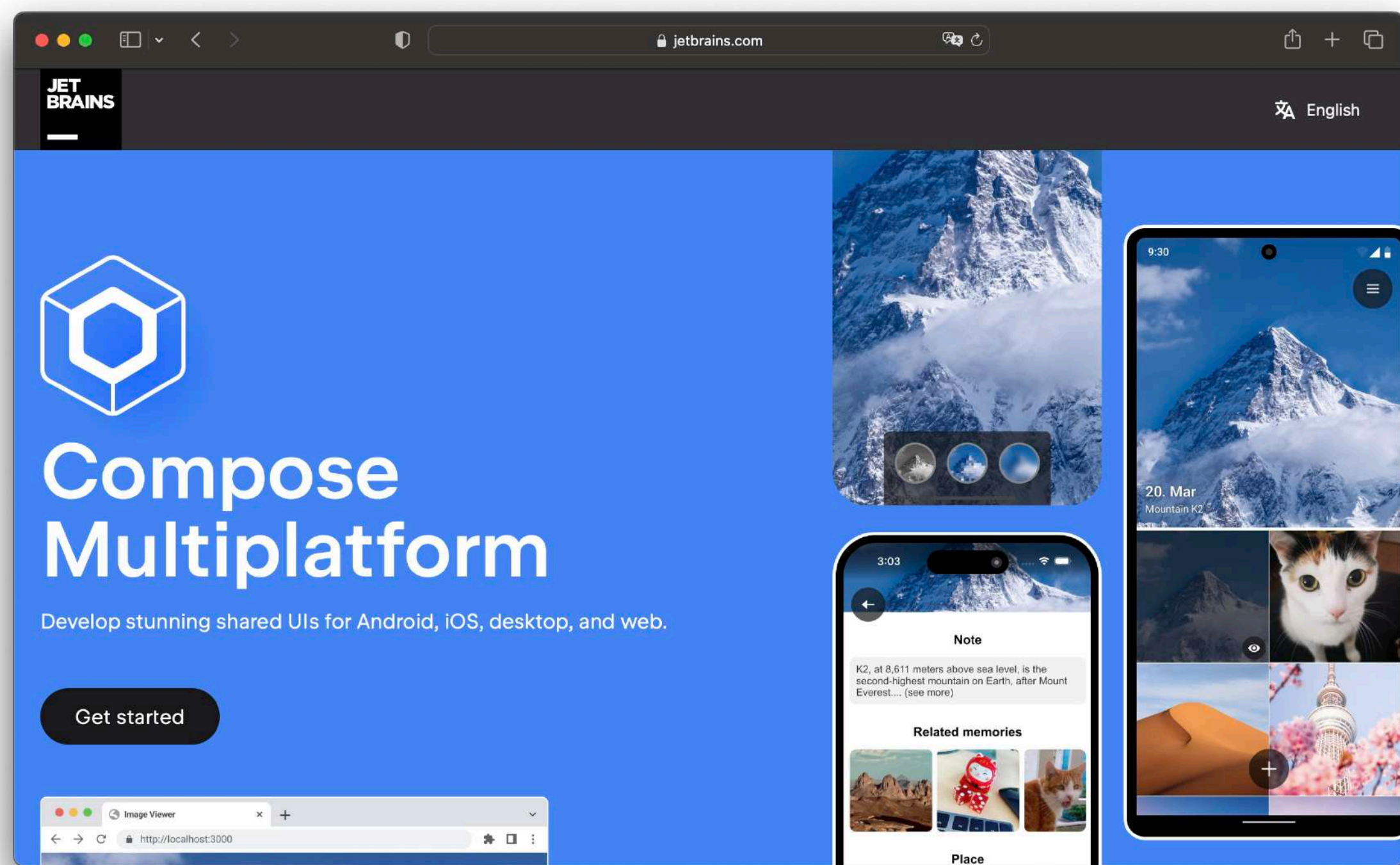
- Window
- Menu
- Tooltip
- Tray
- Scrollbar
- **Notification**



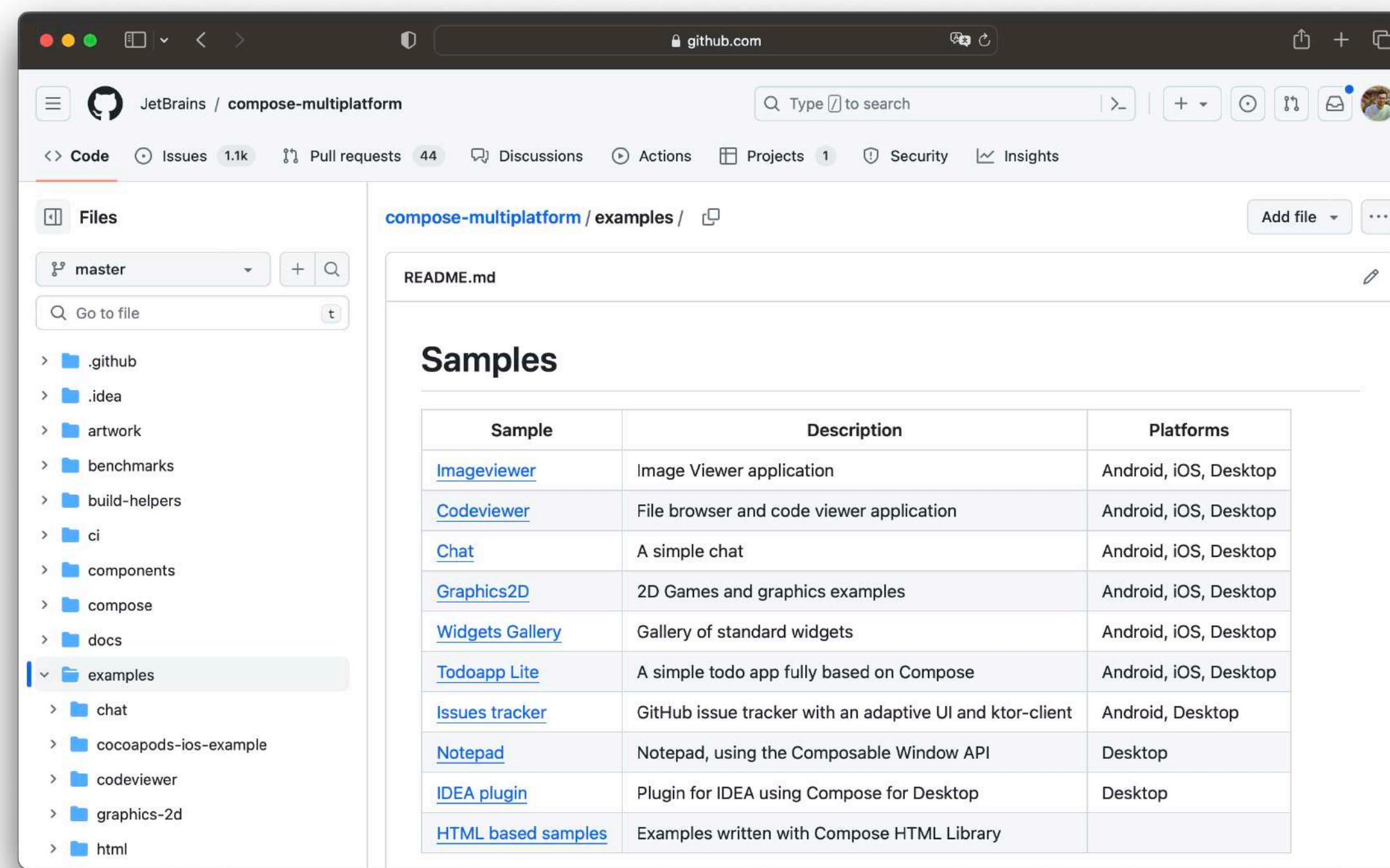
Desktop 特有事件

- `MouseEnter`
- `MouExit`
- `MouseMove`
- `KeyDown`
- `KeyUp`
- `Keyboard Shortcut`

Compose Multiplatform 学习材料

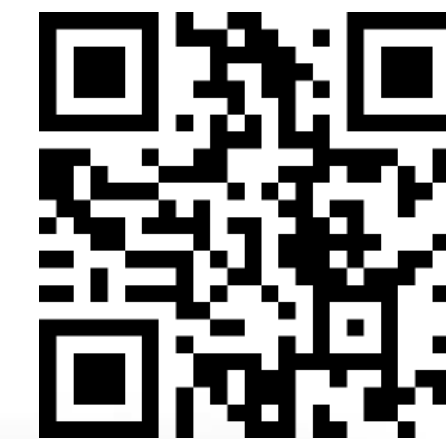


Compose Multiplatform 官方页面



Compose Multiplatform 官方示例

教程及源代码



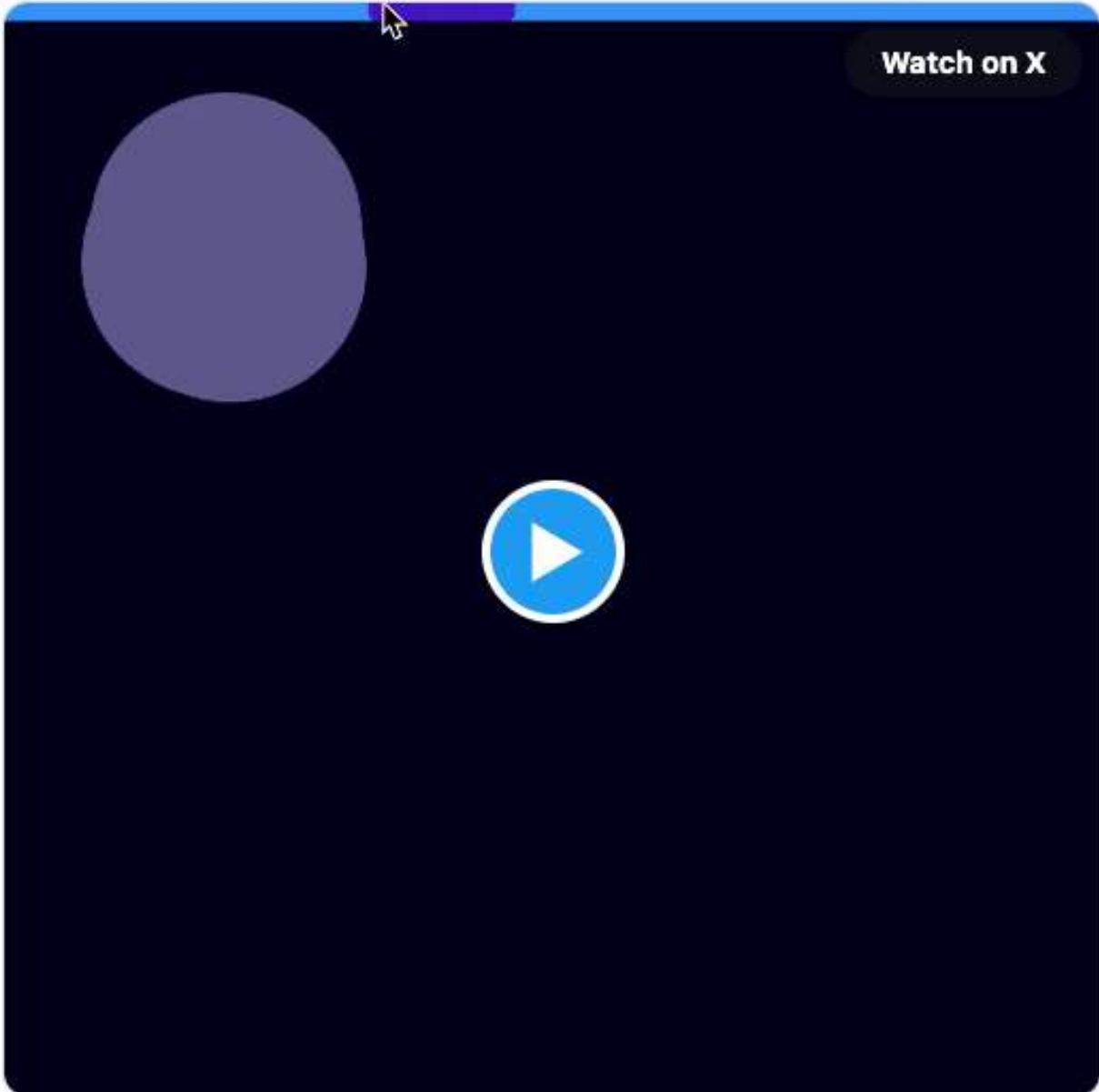
Sebastian Aigner @sebi_io · Follow

I built Asteroids using #JetpackCompose for Desktop!

With mouse controls, inertia based flying, and asteroids breaking apart in the depth of space – on top of CFD!

Find the game source on GitHub:
[github.com/SebastianAigner...](https://github.com/SebastianAigner)

Lots of fun & learning. Need to do a blog on it! 😊

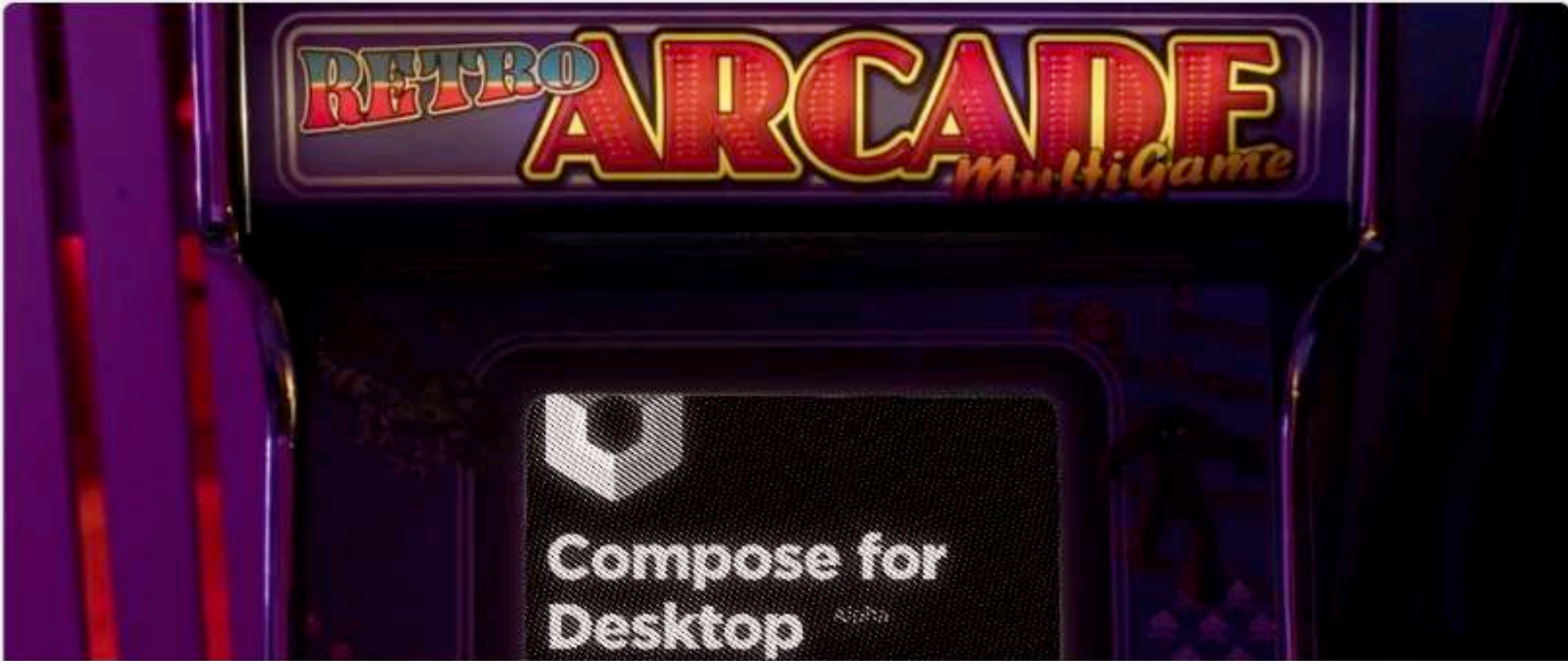


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Sebastian Aigner for Kotlin
Posted on May 6, 2021 · Updated on Oct 28 · Originally published at sebi.io

16 · 7

How I built an "Asteroids" game using Jetpack Compose for Desktop

#gamedev #kotlin #jetpackcompose #android

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Have a nice Kotlin
谢谢参与

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