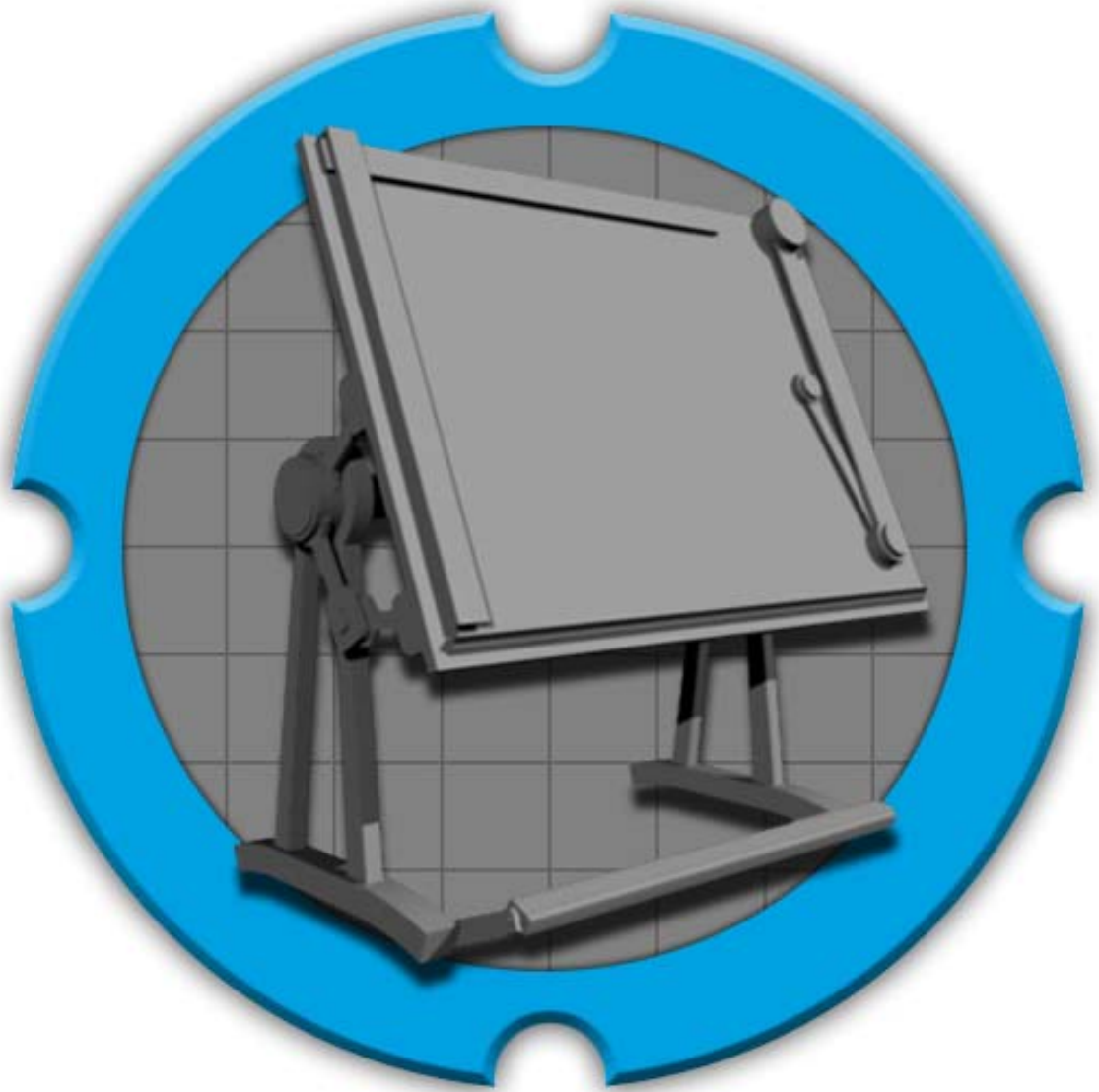


Arcade Game Sample





Overview

This sample is a fully-featured arcade game and is commented throughout to demonstrate the implementation of the arcade game object in PS Home. It is a stand-alone arcade game object which can be added to furniture for you to test the features.

The sample includes typical game mechanics and the most heavily used libraries for large arcade games.

This sample demonstrates the following:

- Lua API ArcadeGame library
- Lua API Renderer library
- Lua API Sprite library
- Lua API SpriteAnim library
- Lua API Texture library
- Lua API Screen library
- Lua API Best Practice

Note: Instructions for playing the game are displayed on-screen when running the arcade game.

Note: For more information on this sample and the Lua demonstrated here, please see the comments within the code.



File List

Scripts

- HTSArcadeGame\Scripts\Animation.lua
- HTSArcadeGame\Scripts\AnimationManager.lua
- HTSArcadeGame\Scripts\BitOp.lua
- HTSArcadeGame\Scripts\Board.lua
- HTSArcadeGame\Scripts\BuildAnimation.lua
- HTSArcadeGame\Scripts\ButtonIcon.lua
- HTSArcadeGame\Scripts\CellStat.lua
- HTSArcadeGame\Scripts\CellStatPlanner.lua
- HTSArcadeGame\Scripts\Constants.lua
- HTSArcadeGame\Scripts\CountDownClock.lua
- HTSArcadeGame\Scripts\CPUPlayer.lua
- HTSArcadeGame\Scripts\DirectionArrow.lua
- HTSArcadeGame\Scripts\Edge.lua
- HTSArcadeGame\Scripts\Event.lua
- HTSArcadeGame\Scripts\EventChooser.lua
- HTSArcadeGame\Scripts\EventManager.lua
- HTSArcadeGame\Scripts\ExitPoint.lua
- HTSArcadeGame\Scripts\Game.lua
- HTSArcadeGame\Scripts\Generator.lua
- HTSArcadeGame\Scripts\GraphMap.lua
- HTSArcadeGame\Scripts\GraphNode.lua
- HTSArcadeGame\Scripts\Hole.lua
- HTSArcadeGame\Scripts\HTTPLoaderHelper.lua
- HTSArcadeGame\Scripts\Hud.lua
- HTSArcadeGame\Scripts\Interpolate.lua
- HTSArcadeGame\Scripts\Locale.lua
- HTSArcadeGame\Scripts\Logger.lua
- HTSArcadeGame\Scripts\main.lua
- HTSArcadeGame\Scripts\Menu.lua
- HTSArcadeGame\Scripts\MenuCommandOption.lua
- HTSArcadeGame\Scripts\MenuManager.lua
- HTSArcadeGame\Scripts\NodeValue.lua
- HTSArcadeGame\Scripts\Particle.lua
- HTSArcadeGame\Scripts\ParticleManager.lua
- HTSArcadeGame\Scripts\PathPlanner.lua
- HTSArcadeGame\Scripts\Player.lua
- HTSArcadeGame\Scripts\PlayerArrow.lua



- HTSArcadeGame\Scripts\Predator.lua
- HTSArcadeGame\Scripts\Prey.lua
- HTSArcadeGame\Scripts\Puzzles.lua
- HTSArcadeGame\Scripts\RemovedEntity.lua
- HTSArcadeGame\Scripts\RenderHelper.lua
- HTSArcadeGame\Scripts\ScoreDisplay.lua
- HTSArcadeGame\Scripts\ShakeMeasurement.lua
- HTSArcadeGame\Scripts\ShortestPath.lua
- HTSArcadeGame\Scripts\ShortestPathPlanner.lua
- HTSArcadeGame\Scripts\SingleShotEvent.lua
- HTSArcadeGame\Scripts\SoundFadeEvent.lua
- HTSArcadeGame\Scripts\SoundPlayer.lua
- HTSArcadeGame\Scripts\Text.lua
- HTSArcadeGame\Scripts\TextPage.lua
- HTSArcadeGame\Scripts\TextureManager.lua
- HTSArcadeGame\Scripts\Utils.lua
- HTSArcadeGame\Scripts\Vibrator.lua
- HTSArcadeGame\Scripts\WalkPathPlanner.lua
- HTSArcadeGame\Scripts\WebHelper.lua
- HTSArcadeGame\Scripts\WheelOfFortune.lua
- HTSArcadeGame\Scripts\WorldClock.lua
- HTSArcadeGame\Scripts\XMLParserHelper.lua
- HTSArcadeGame\Scripts\XMLRankTableParser.lua

Sounds

- HTSArcadeGame\Sounds\arcadesoundfx.bank
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- HTSArcadeGame\Sounds\ingamemultiplayer.mp3
- HTSArcadeGame\Sounds\ingamepuzzle.mp3
- HTSArcadeGame\Sounds\menubackground.mp3

Textures

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XML Data

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