

Classic 2D Game Programming

2D Hardware

Specialized hardware, resource weak (e.g. Gameboy).

- Tiles
 - Background
 - Characters/foreground objects (“sprites”)
 - Transparency information (“alpha channel”)
- Blocked image transfer (“blit”).
- Indexing (tile maps, palettes).

2D Techniques

- Single scene
- Scrollers
- Pageswap from disk
- Multilevel
 - Variation
 - Parallax scrollers
- Isometric scrollers (tiles = rhomboids)

2D Special effects

- Palette effects (fade-in, fade-out, animation (water, glow)).
- Stippling (multilayered effects) for e.g. shadows, fog.
- Glenzing (calculated multilayer effects through palette and reading existing colorvalue)
- Fire through cellular automaton.