# Um ambiente em nuvem para criação colaborativa de jogos

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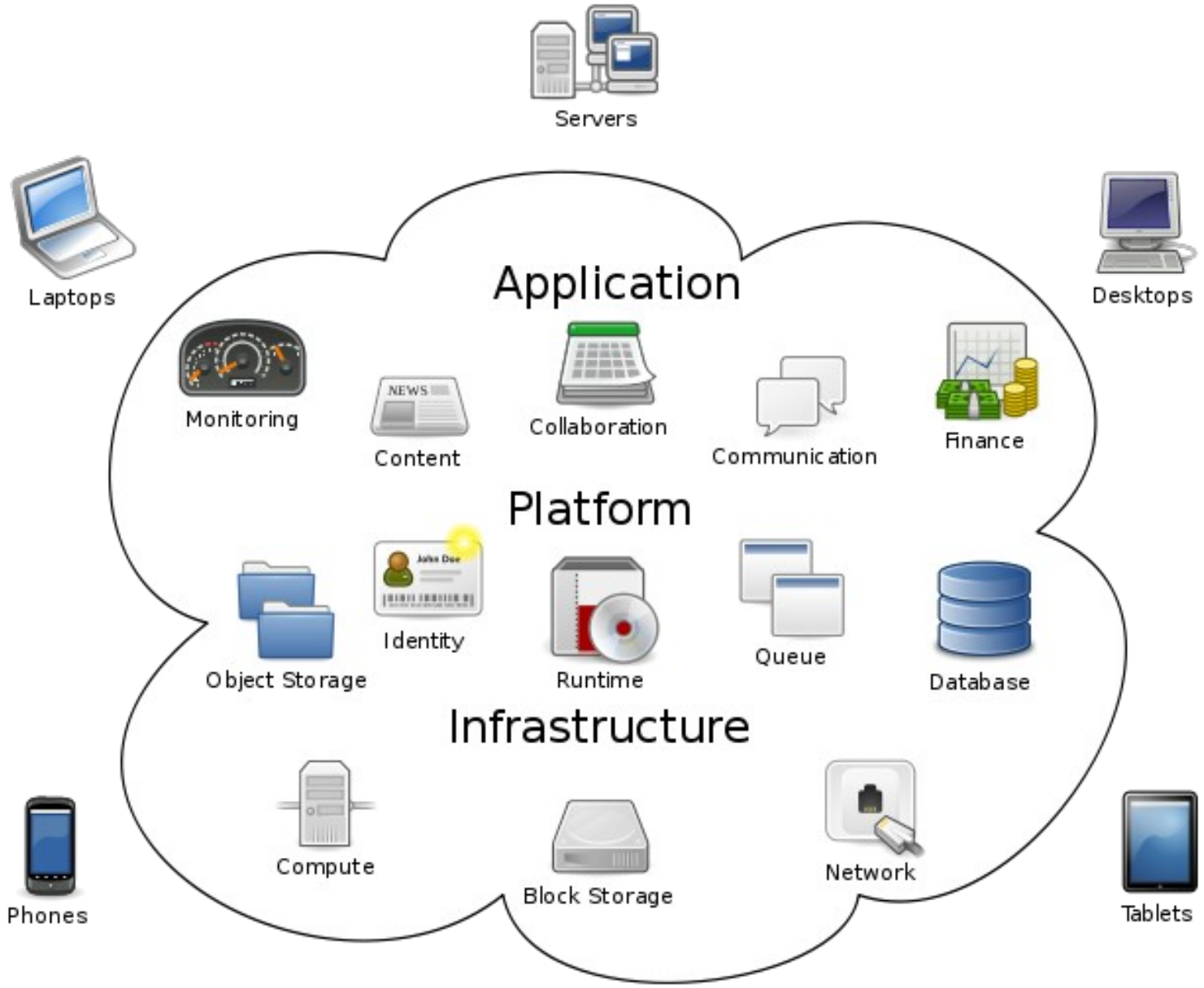
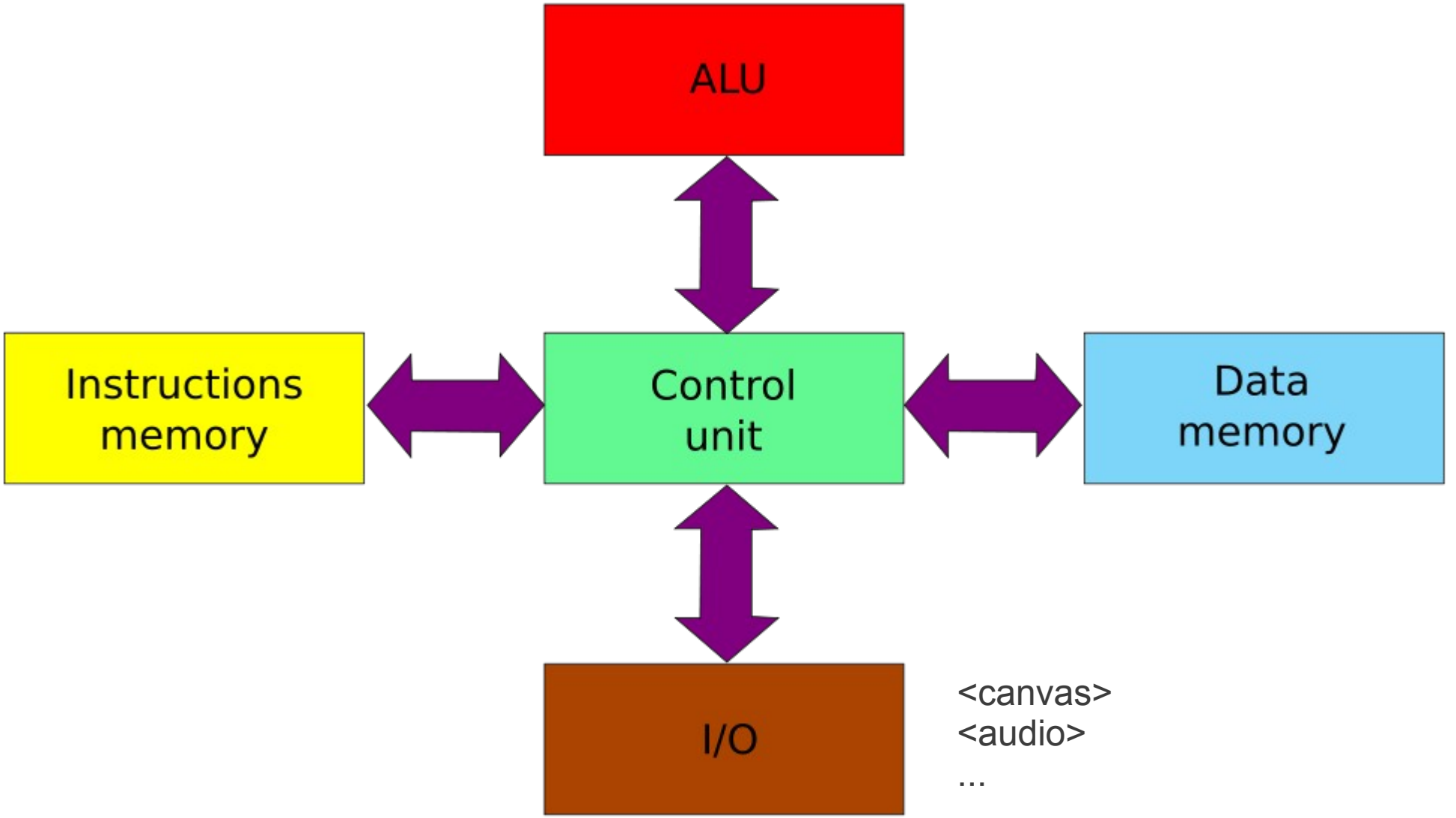
Fonte: http://www.w3.org/html/logo/ (W3C - CC-BY 3.0)

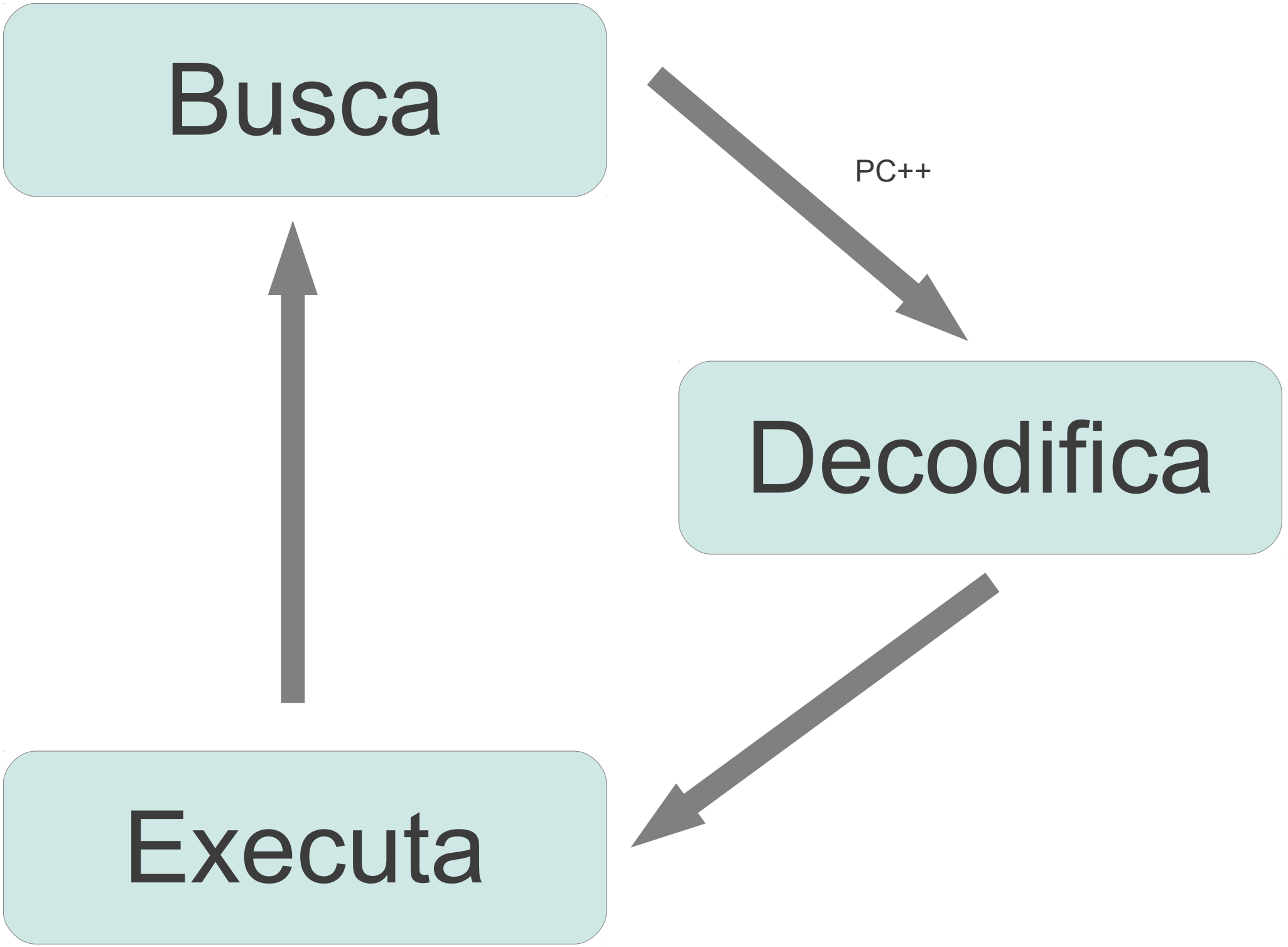



Fonte: http://pt.wikipedia.org/wiki/Ficheiro:Cloud_computing.svg (Sam Johnston – CC-BY-SA 3.0)

# Máquina Virtual

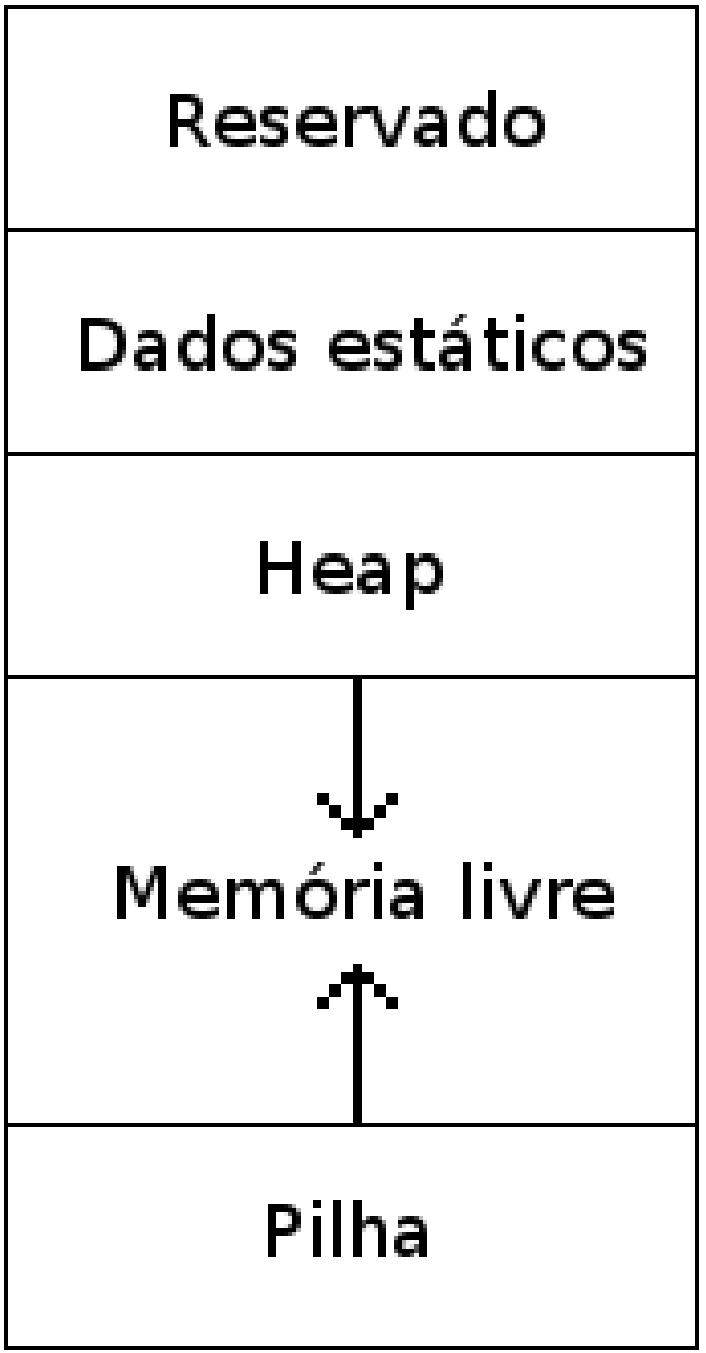


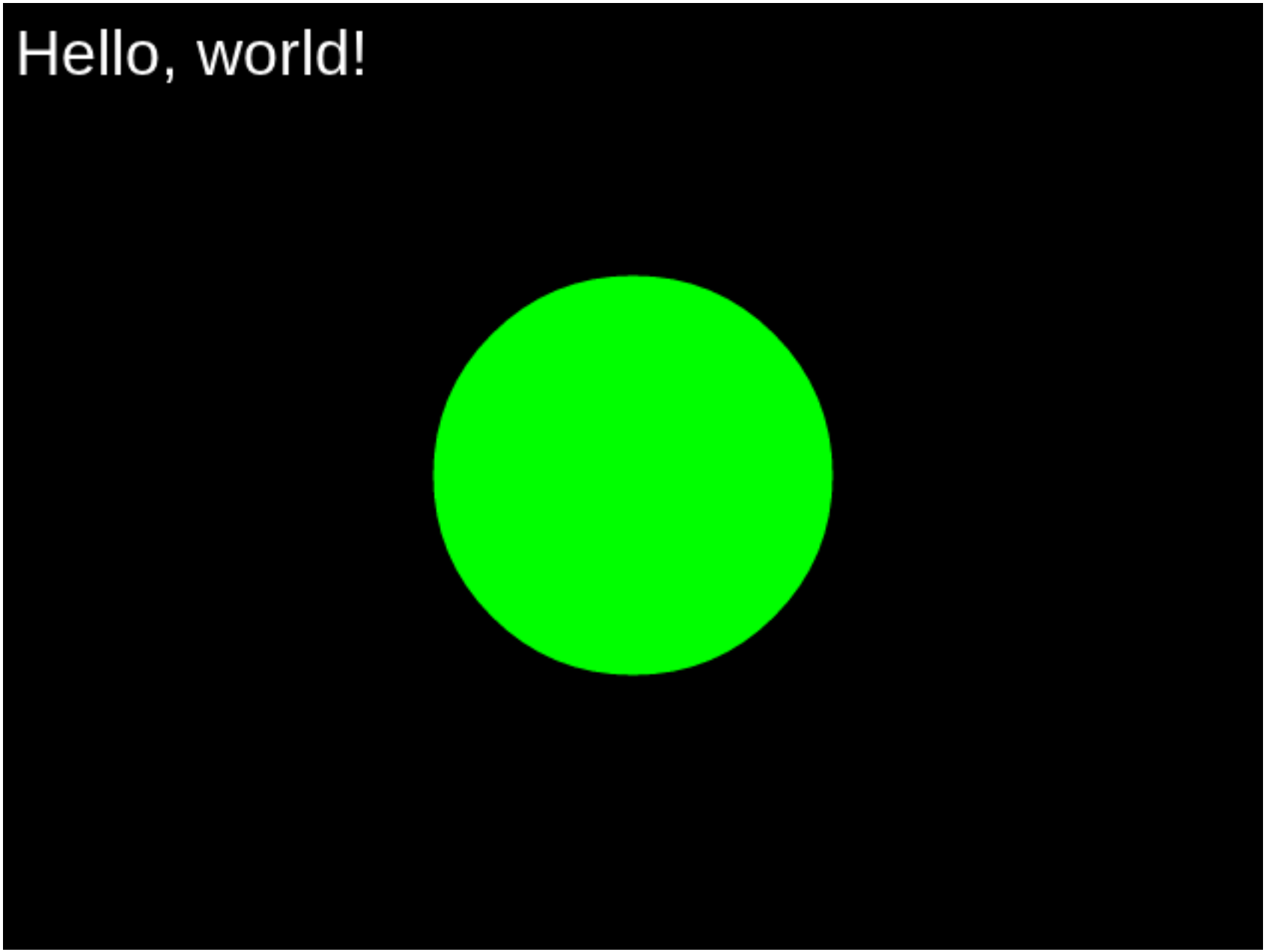

Fonte: http://en.wikipedia.org/wiki/File:Harvard_architecture.svg (Nessa los – CC-BY-SA 3.0)


Busca
PC++
Decodifica
Executa

(opcode, operand1, operand2)

```
_fat:
push bp
mov bp, sp
mov adr, bp
add adr, 3
load a, adr
mov b, 1
scmp a, b
mov a, true
jge L0
mov a, false
L0:
lcmp a, false
je L1
mov adr, bp
add adr, 3
load a, adr
push a
mov adr, bp
add adr, 3
load a, adr
mov b, 1
sub a, b
push a
call _fat
pop a
mov b, fun
pop a
mul a, b
mov fun, a
jmp L3
L1:
mov fun, 1
L3:
pop bp
ret
```


Reservado
Dados estáticos
Heap
Memória livre
Pilha


Hello, world!

```
'' Draws a filled circle with the specified
centre and radius
'' @param x x-coordinare of its center
'' @param y y-corrdinate of its center
'' @param radius the radius of the circle
fun circlefill(x, y, radius)
    __asm "mov adr, bp"
    __asm "add adr, 3"
    __asm "load a, adr" ' a = x
    __asm "add adr, 1"
    __asm "load b, adr" ' b = y
    __asm "add adr, 1"
    __asm "load c, adr" ' c = radius
    __asm "push c"
    __asm "push b"
    __asm "push a"
    __asm "push 14"
    __asm "int 7"
endfun
```

# Compilador

# Análise léxica

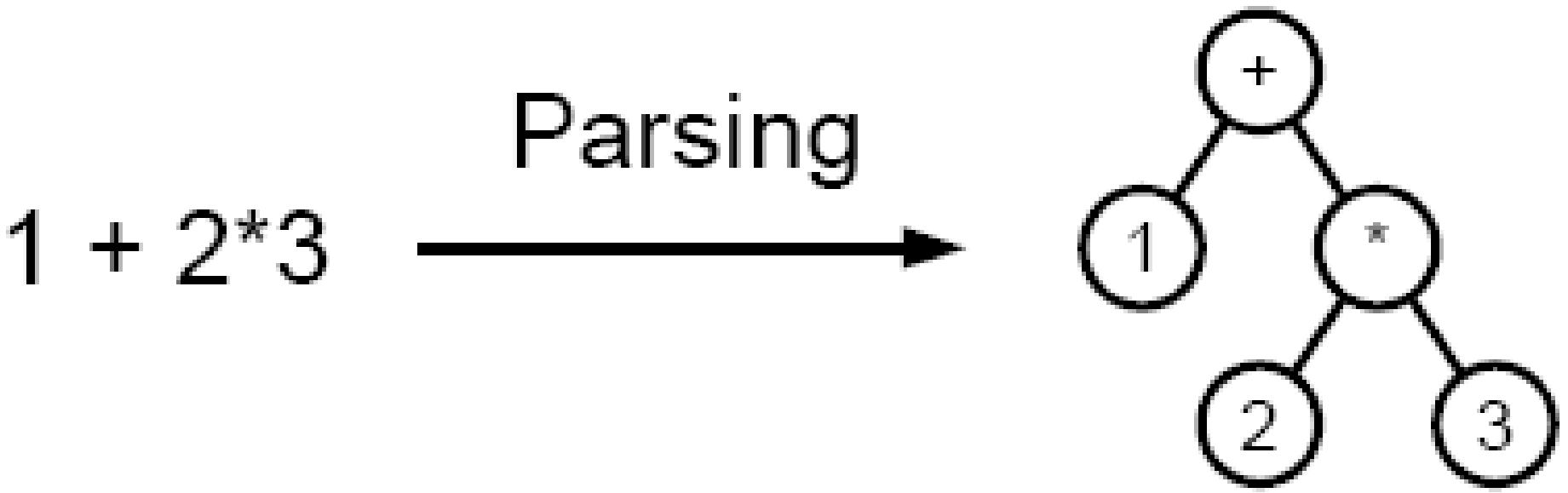
( nome-token, valor-token )

# Análise léxica

vidas = vidas + 1

```
(IDENTIFIER, vidas), (ASSIGNOP, =),
(IDENTIFIER, vidas), (BINARYOP, +),
    (NUMBER, 1), (NEWLINE, $0A)
```

# Análise sintática

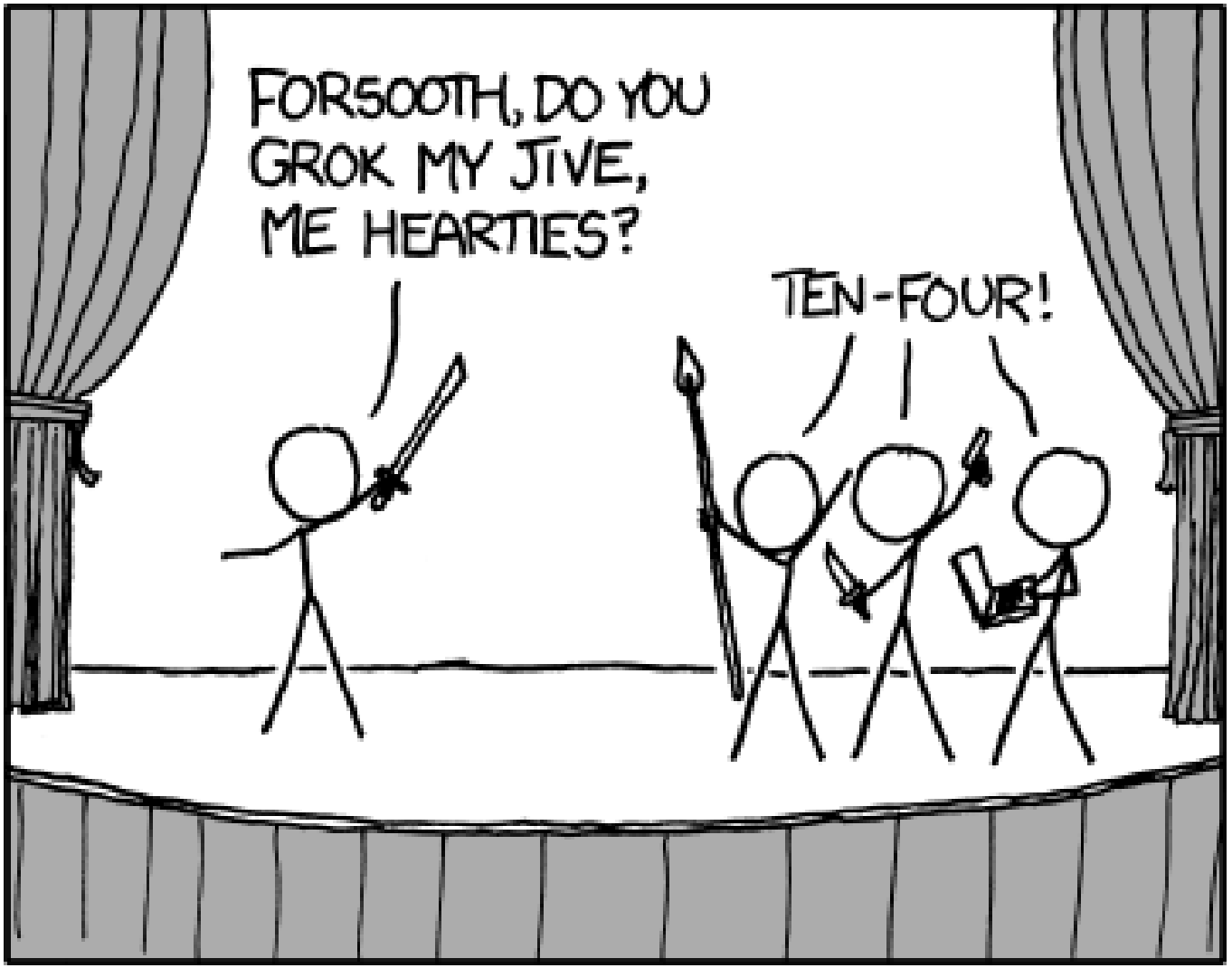



Fonte: http://en.wikipedia.org/wiki/File:Parsing-example.png (Nathanfulk – Domínio Público)

# Tabela de símbolos

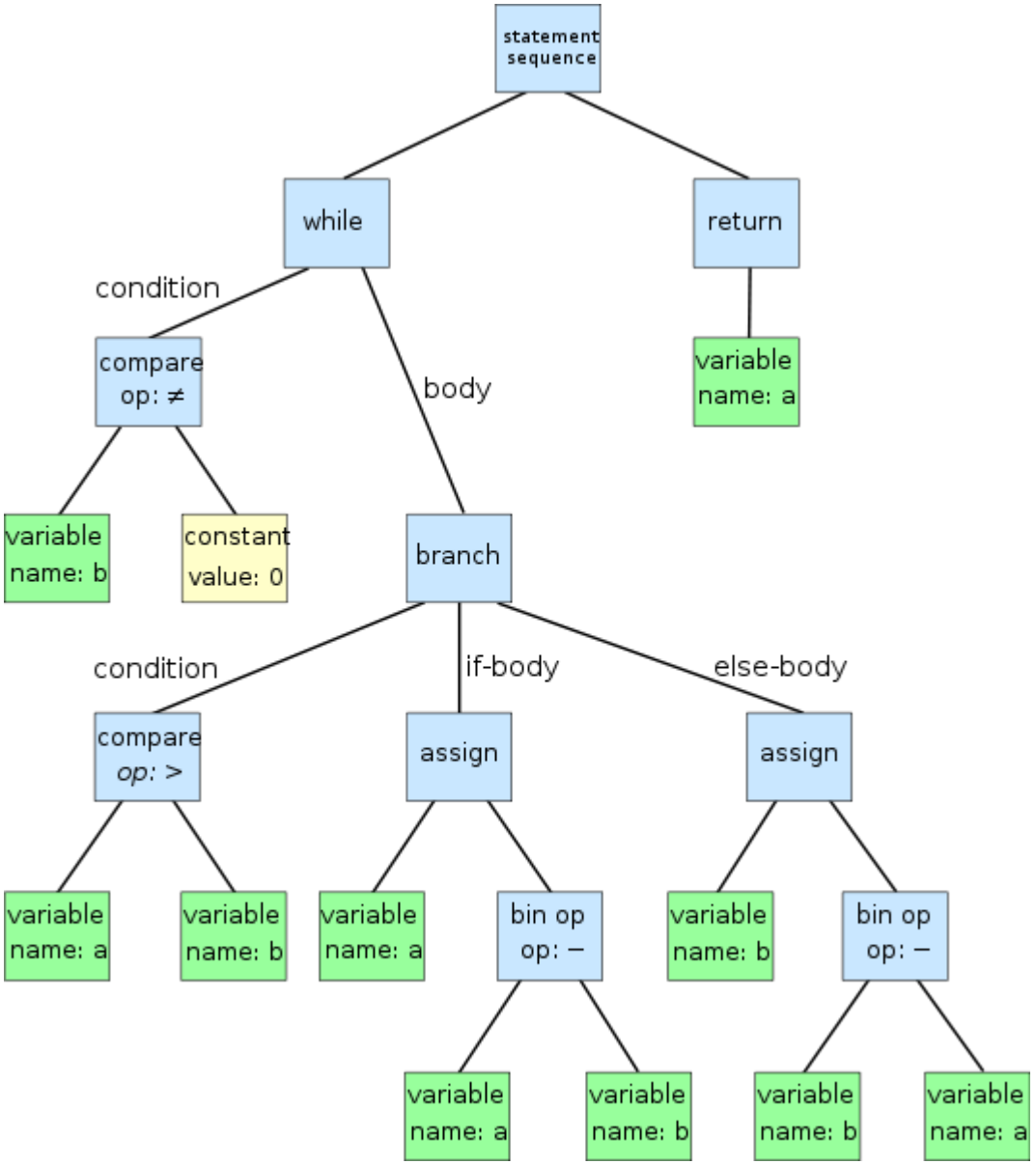
Fonte: http://www.inexistentman.net/2011/03/08/tabela-com-mais-de-4000-simbolos-e-caracteres-especiais/

# Análise semântica



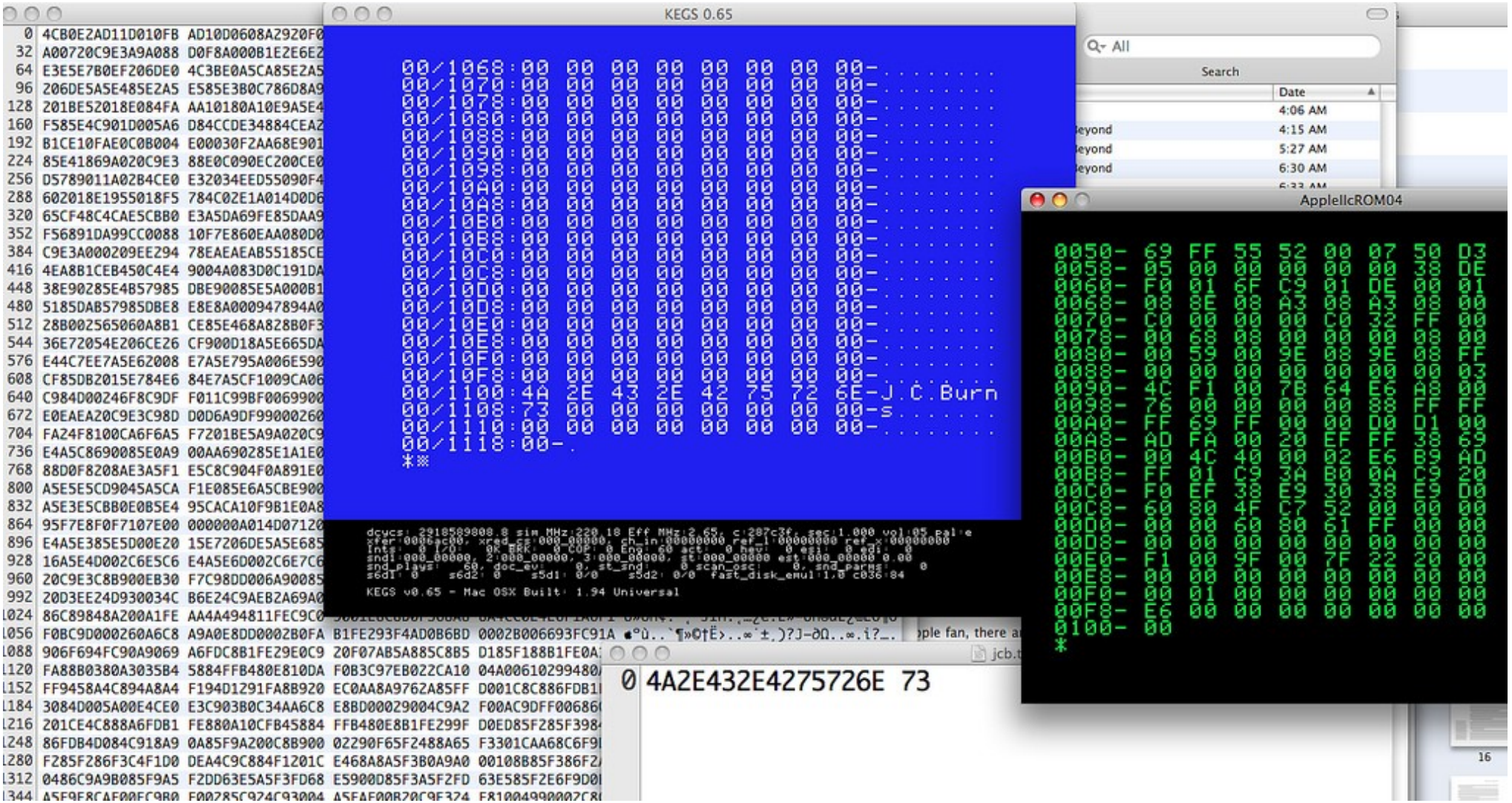

Fonte: http://xkcd.com/771/ (Randall Munroe - CC-BY-NC 2.5)

# Geração de código



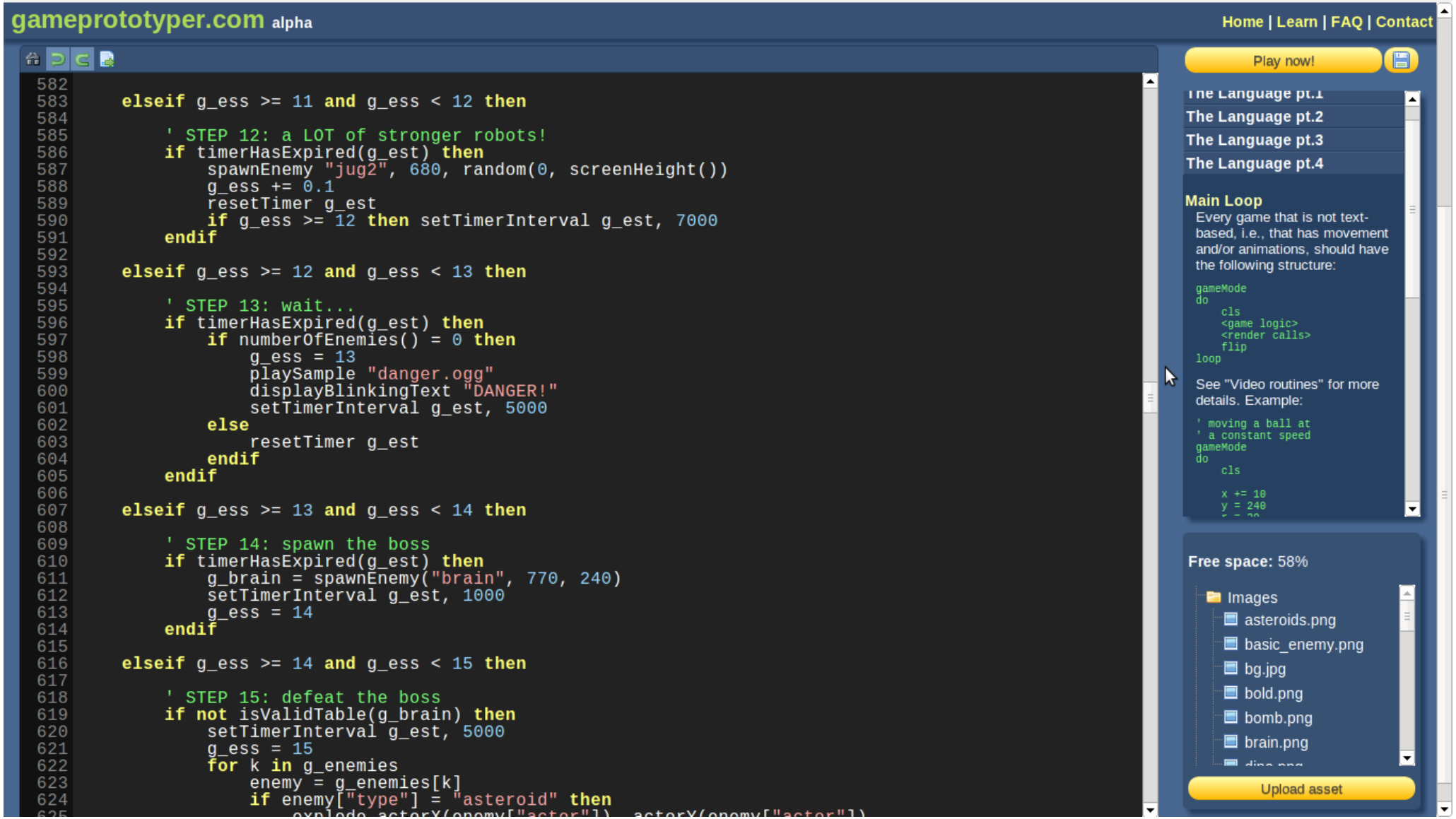

Fonte: http://en.wikipedia.org/wiki/File:Abstract_syntax_tree_for_Euclidean_algorithm.svg (Dcoetzee – Domínio Público)

# Geração de código



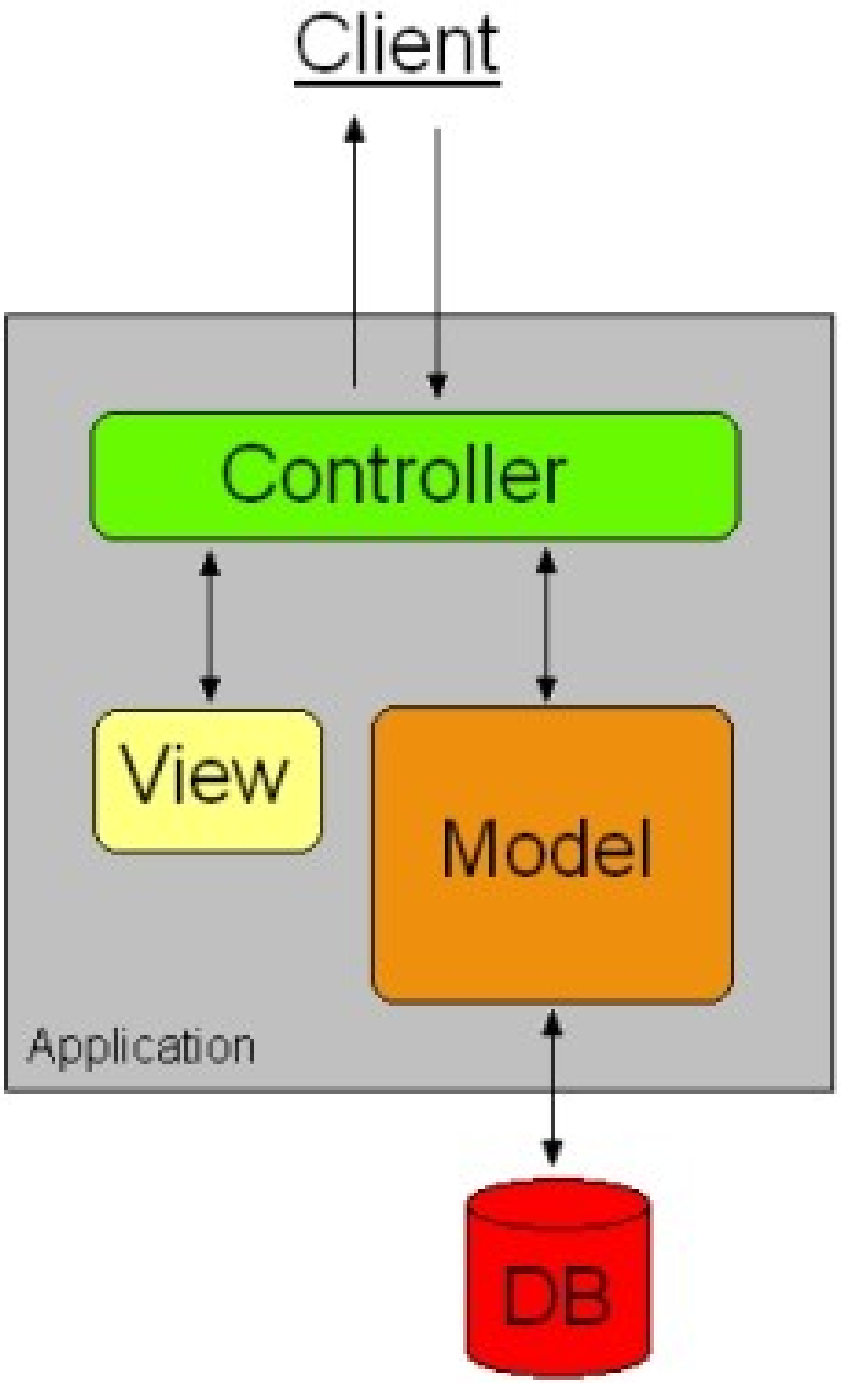

Fonte: http://www.flickr.com/photos/jcburns/3826559854/ (jcburns – CC-BY-NC-ND 2.0)

# Sistema web

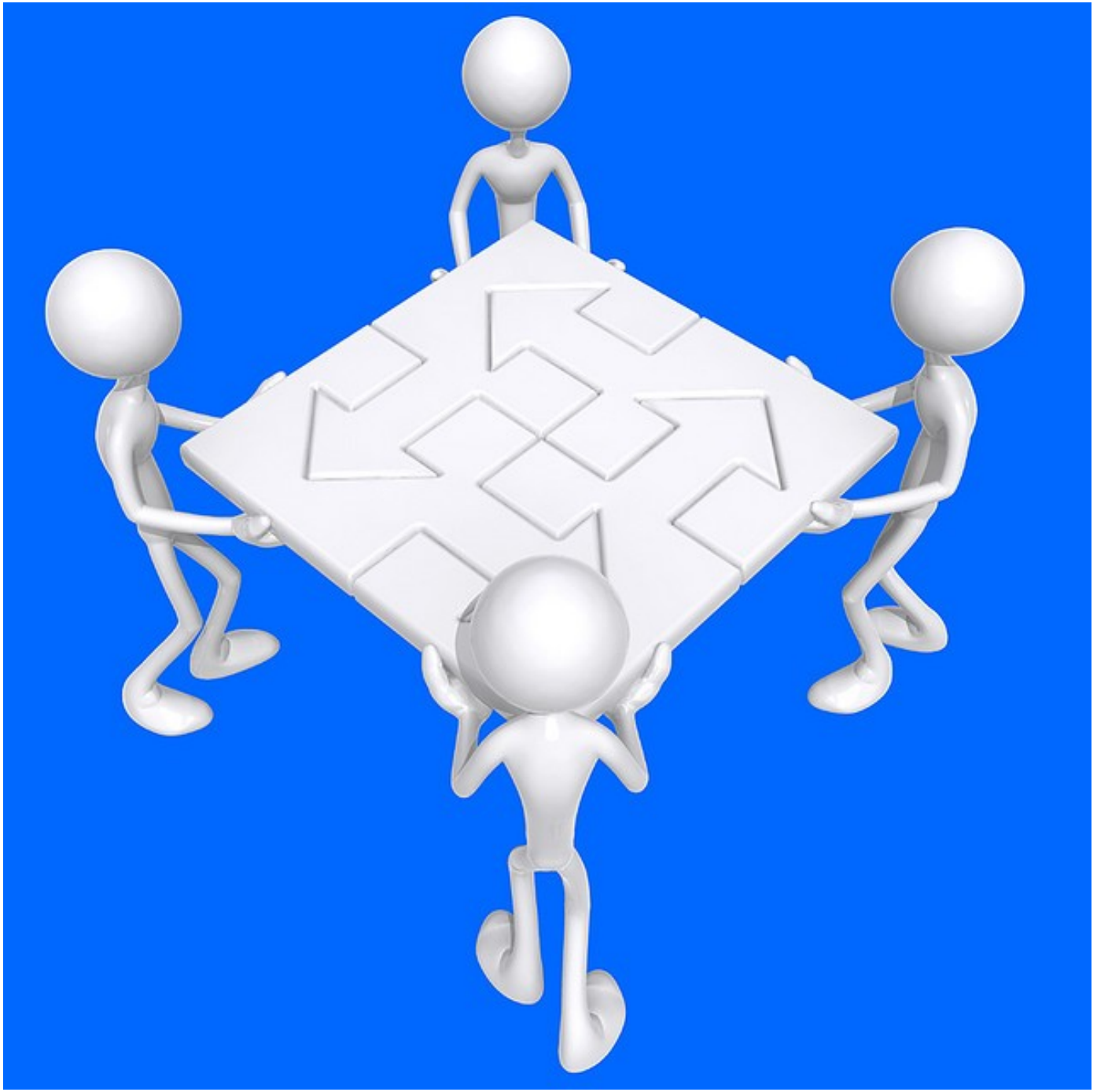

gameprototyper.com alpha
Home | Learn | FAQ | Contact
Play now!
The Language pt.1
The Language pt.2
The Language pt.3
The Language pt.4
Main Loop
Every game that is not text-based, i.e., that has movement and/or animations, should have the following structure:
gameMode
do
cls
<game logic>
<render calls>
flip
loop
See "Video routines" for more details. Example:
' moving a ball at
' a constant speed
gameMode
do
cls
x += 10
y = 240
Free space: 58%
Images
asteroids.png
basic_enemy.png
bg.jpg
bold.png
bomb.png
brain.png
Upload asset

# CodeIgniter

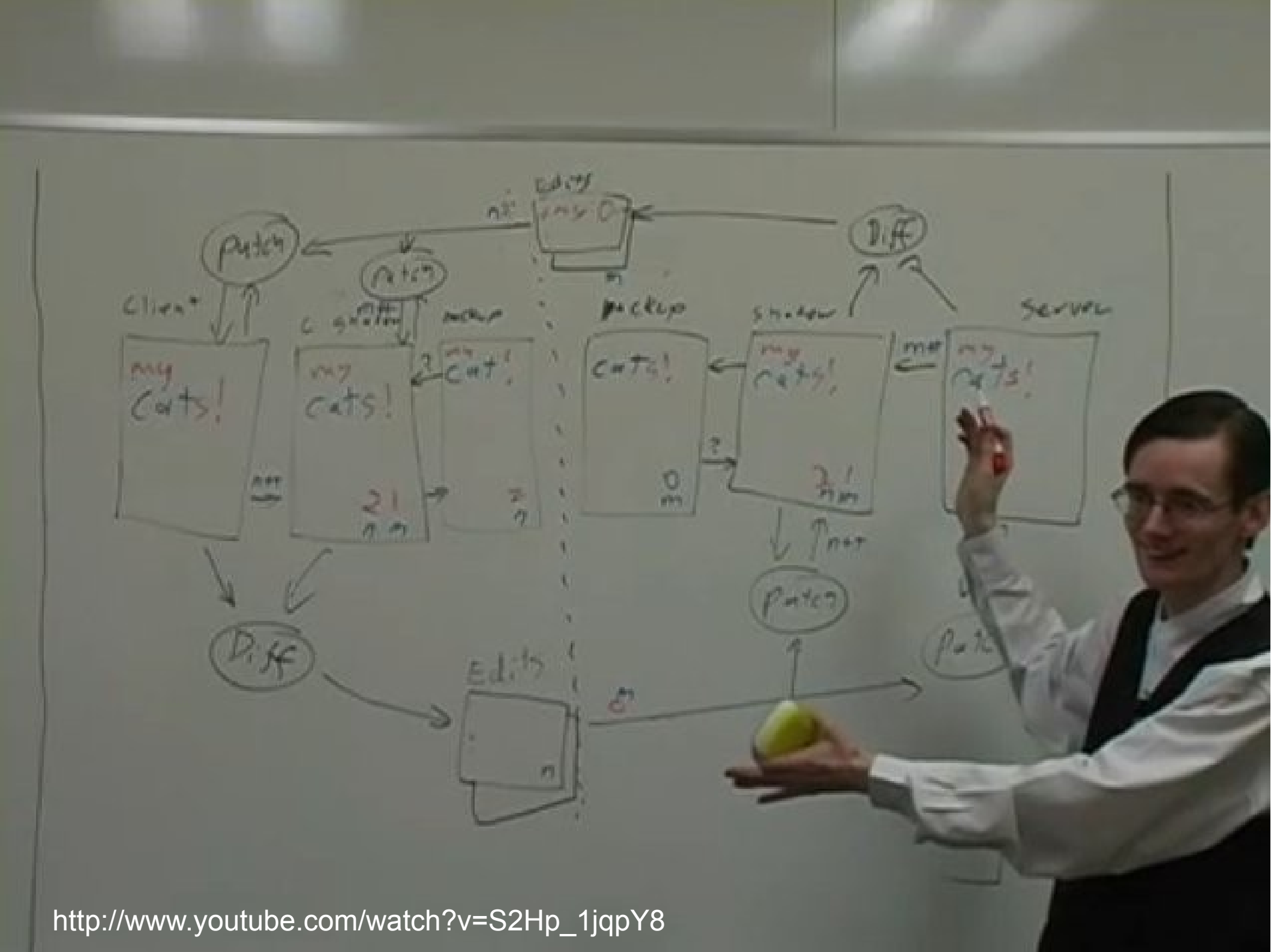
Fonte: http://codeigniter.com/user_guide/ (CI User Guide - CC-BY-SA 3.0)



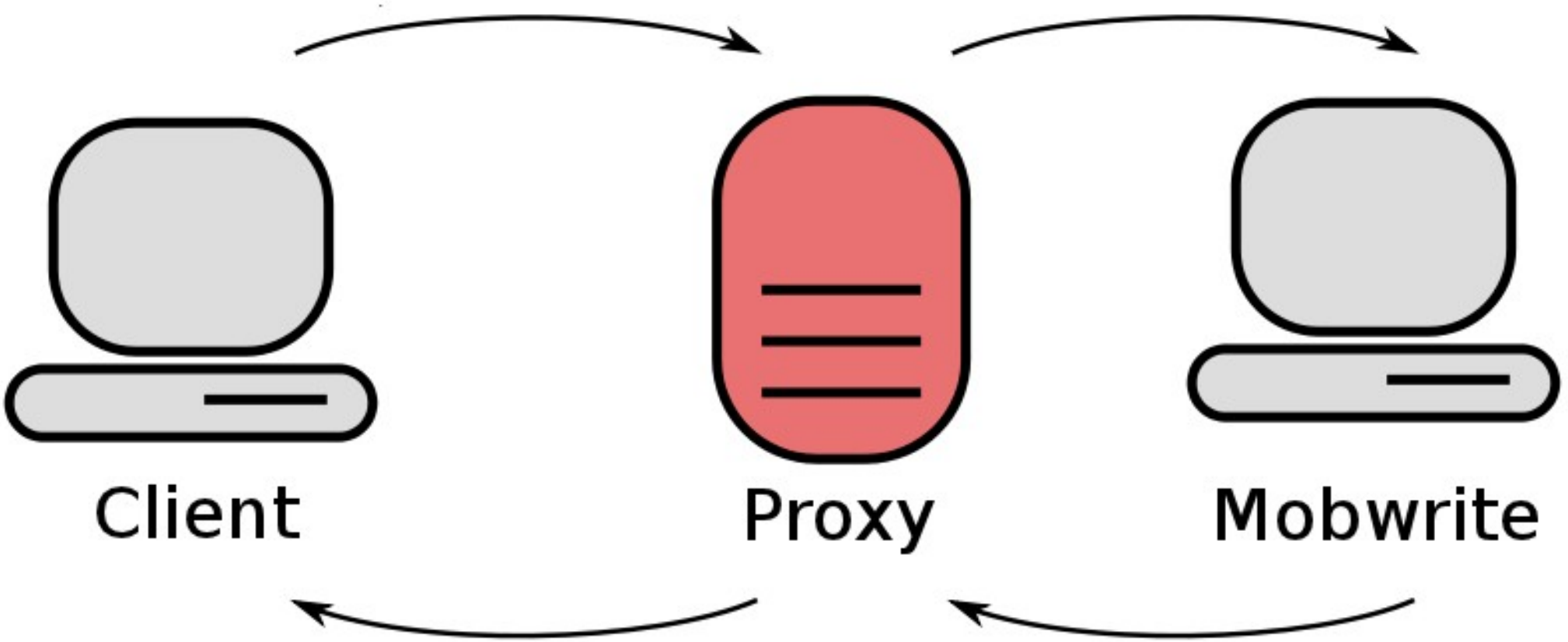

Fonte: http://en.wikipedia.org/wiki/File:MVC_Diagram_3.jpg (BlueSky23 – CC-BY-SA 3.0)



Fonte: http://www.flickr.com/photos/lumaxart/2625860161/ (lumaxart.com – CC-BY 2.0)




http://www.youtube.com/watch?v=S2Hp_1jqpY8




Adaptado de http://en.wikipedia.org/wiki/File:Proxy_concept_en.svg (H2g2bob – Domínio Público)

Client:

```
u:fraser
F:34:abcdef
d:41:=200 -7 +Hello =100
<blank>
```

Server:

```
f:42:abcdef
d:34:=305
<blank>
```

Fonte: http://code.google.com/p/google-mobwrite/wiki/Protocol (Neil Fraser)

Client:

```
u:fraser
F:34:abcdef secret_key
d:41:=200 -7 +Hello =100
<blank>
```

Server:

```
f:42:abcdef secret_key
d:34:=305
<blank>
```

Adaptado de http://code.google.com/p/google-mobwrite/wiki/Protocol (Neil Fraser)







Mobwrite


OpenID

- the end -

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