
OMB EXPLODED!

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King

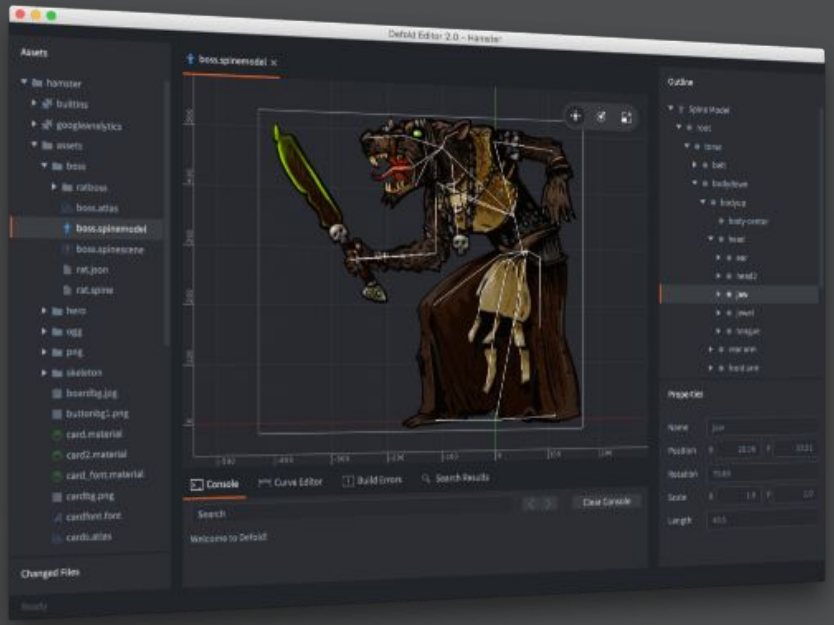
200

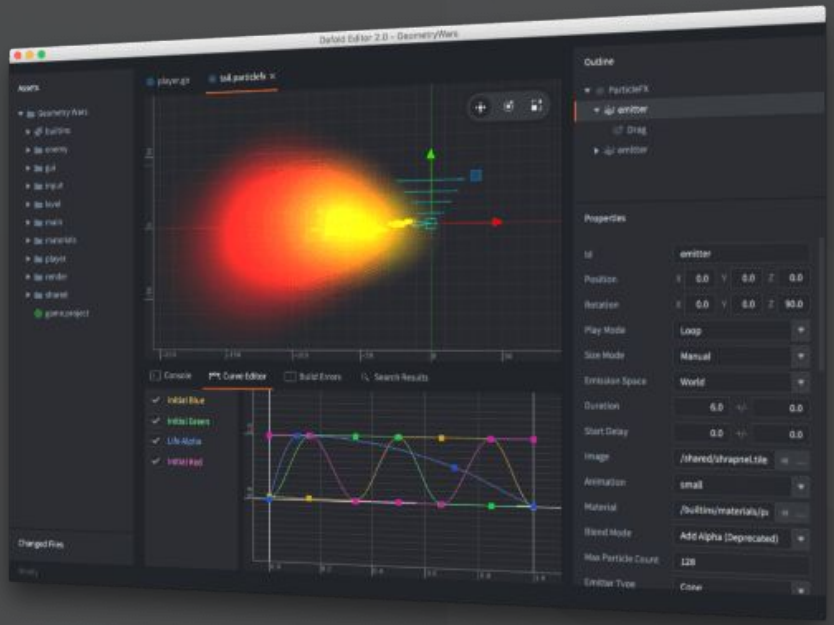

Candy Crush
SAGA

268000000

2

DEFOLD™


Assets
boss.spinemodel
Outline
Properties
Console
Curve Editor
Build Errors
Search Results
Changed Files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- C/C++ engine
- Lua for game logic
- 3D with 2D focus
- Component based
  - Physics, 2D sprites, Spine models, tilemaps, 3D models, physics, sound, scripts, etc
- Modular
  - Remove what you don't need
  - Extend with additional native code
- Small
  - Google Play Instant
  - Facebook Instant Games
  - Playable ads

2016


STELLAR
Play
Sling a Kitty
MAGNET FISHING
Guise of Sunrise
LEVEL: 20
BOSS
730.95B
1225


Blossom Blast
SAGA
287
286
285
SAMSUNG
15
0
11
3
15
3
45
50
55
45
35
50
3
3
3
2
7
King


Moves
37
Pets
1
5880
15
King
Pet Rescue PUZZLE Saga


COME CLOSER!
Pvt Kelly
Thomas The Tank
Dominate The Enemy!

Debugging

Debugging in a cross platform game engine

- Engine core in C/C++
- Platform specific code on top
  - JS for HTML5
  - Objective-C for iOS and macOS
  - Java for Android
  - More C/C++
- Ratio is somewhere around 20:1
- Good debugging tools is a must
- Usually enough to debug on host platform

Debugging HTML5 in a cross platform game engine

- HTML5 builds using Emscripten
  - With support for WebAssembly
- Emscripten can generate source maps
- Browser dev tools support source maps
- Debugging can be done in the browser
- Even better if you can debug using a debugger of your choice
  - Remote debugging + IDE plugin
- But what about WebAssembly?

Debugging graphics

- Inspect textures, shaders, draw calls and frame composition
- Open GL ES 2.0 and WebGL
- Desktop and mobile has RenderDoc, XCode, GAPID
  - Very powerful tools
- Debugging WebGL
  - Spector.js
  - Can the browser dev tools provide this?