

The Beginner's Guide to Orx

In this series, we will take you through:

- Building the Orx library
- Creating a Project
- Working through building a platform game

This game will cover many of the most common features that Orx provides.

We hope you enjoy working through it. If you spot any problems, or if anything is not clear, please get in touch with us on the forum, or over at Gitter.

Our aim is to help you get a grasp of Orx as quickly and as easily as possible, so your feedback is always very valuable to the community.

Let's start! Part 1 - Downloading Orx.

- Part 1 – Downloading Orx
- Part 2 – How Orx works
- Part 3 – Setting up a new game project
- Part 4 – A tour of an Orx project
- Part 5 – Viewport and the camera
- Part 6 – Objects
- Part 7 – Spritesheets and Animation
- Part 8 – Platforms and Texture Repeating
- Part 9 – Physics
- Part 10 – Input Controls
- Part 11 – Running and Standing
- Part 12 – Changing Direction
- Part 13 – Getting our hero to shoot
- Part 14 – FX
- Part 15 – Collision Events.
- Part 16 – Jelly Monsters

- Part 17 – Timeline Tracks
- Part 18 – Exploding Monsters
- Part 19 – The Hero's survival.
- Part 20 – Text and Game Over

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