



Building games with Spring

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PRESENTER
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ORIGIN STORY



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My “problem”
●●●●

“I don't like spring.
There is **too much magic** happening”

Stack
●●●●

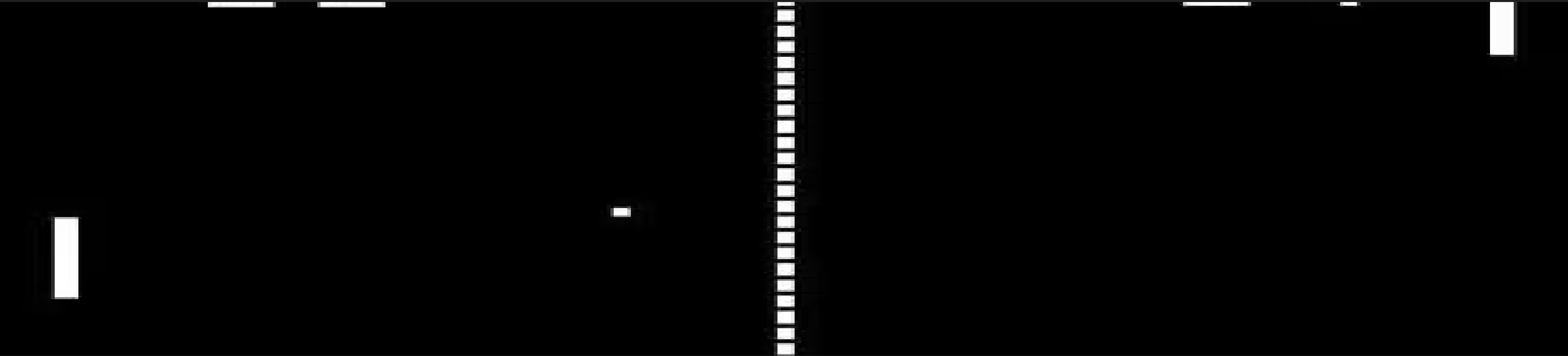


spring®



Which game **launched** the **video game** industry?

Pong



Timeline



2003

Which **year** did Spring Framework **0.9** release?



Which **year** did Spring Framework **1.0** release?

2004



Which **extremely popular** game released in **2004**?

Which **year** was
Spring Data released?

2011

This indie game is
considered by many
as the **best game ever
made** and is still
getting **updates**.



Which year was
Spring Boot
released?

2014



This is the **second installment** in a series that spawned a whole **new genre.**



Which year was
**Spring Boot 3 &
Spring Framework 6**
released?

2022



This indie game,
made in **html 5**
became a global
phenomenon

Towards a **Game Dev Toolkit**...



Add **MP3/WAV** support

Dedicated **rendering support** (@Renderer2D /
@Renderer3D)

Input System

Collisions

GPU abstraction layer

Occlusion Culling

Textures

Scene

Management

Lighting

Parallax

backgrounds

Sprite sheet
manager

Surprisingly fun experience...

Code is your superpower

Don't use it wisely

If you want to learn how **something works...**

Make a game with it!

So... **spring-boot-starter-games?**



Thanks!

**THANKS FOR
WATCHING**



Q & A

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