

## Useful Flixel links

Main page  
General help  
Documentation  
Ninja game tutorial

[flixel.org](http://flixel.org)  
[flixel.org/forums/index.php?topic=6](http://flixel.org/forums/index.php?topic=6)  
[www.ivansafrin.com/nanodoc/flixel/](http://www.ivansafrin.com/nanodoc/flixel/)  
[flixel.org/forums/index.php?topic=226.0](http://flixel.org/forums/index.php?topic=226.0)

## Dirt Attackers

Download the Powerpoint slides, finished and commented code, and play the final version at [www.studiocypher.com/dirt\\_attackers](http://www.studiocypher.com/dirt_attackers)

Feel free to use the Dirt Attackers code and art (such as it is) for your own projects. If you come up with something interesting, drop me a line at [will@studiocypher.com](mailto:will@studiocypher.com).

## Terminology

**State** – the controller for one area of the game

**Block** – a visible element that can collide but that doesn't animate or have physics applied to it. Displays random sprites from a sprite sheet.

**Sprite** – a visible element that collides, can animate, and can respond to physics.

**Game loop / update** – every tick, the update() function is called to resolve collisions, decrement counters, etc.

**Tick** – one pass through the game loop. Not guaranteed to take a specific amount of time, so use `FlxG.elapsed` to normalize values.

## Notes