People looking for teams?

Teams looking for people?
Making a game

Pre-Production

Production
Who has a game idea?
Pre-Production : Game Concept

CONCEPT (BATTLE) SCENES

TO ATTACK, PICK A SONG FROM YOUR SONG LIST

OPPONENTS HAVE WEAKNESSES TO DIFFERENT SONGS (AL-A SPELS IN RPGS)

NOTES ROLL UPWARDS

MUSIC CHORDS CONTROLLED WITH 4 ACTION BUTTONS

SINGING (OR SOLOS) CONTROLLED WITH D-PAD

OVERWORLD

TOP-DOWN PERSPECTIVE

Chris Maguire - http://homepages.nyu.edu/~cmm296/game/sketch.htm
Pre-Production : Concept Art

Fable 2 – Lionhead Studios
Pre-Production : Gameplay Demo

Half-Life 2: Lost Coast
Production : Technology

Buy don't build!

Gears of War 2 : Epic Games
Games and their engines

Games are also tech demos
Production: Tool

Unreal Editor 2 – Epic Games
XSI : SoftImage with Final Fantasy character : Square Enix
Production: Putting it all together

- Art Assets
- Game Levels
- Game Scripts

Engine

Final Product
Production : Testing

VMC Labs
Shipping and beyond ...

Halo 3: Bungie Studios
Components of a Game

Technology

Story

Art
Which Programming language do we want to use?
Do we 2D or 3D graphics?
Which engine do we want to use?
Things to consider

- How easy is it to learn?
- How much does it cost? Is it free?
- How many people are using it?
- Have other people built games with it?
- What kind of help can I get with it? Documentation?
- What tool support does it have?
- Does it have UI tools or interfaces?
- What platform are we developing on?
- What kind of challenge are we looking for?
Low, Lower, Lowest

- High level game engines
  - Unreal engine, Torque
- Mid-level game engines
  - Minueto, Jmonkey, Irricht, XNA, Pygames, Ogre 3D
- Low-level game engines
  - Java 2D, OpenGL, SDL
- Lowest-level game engines
  - Assembly code
What tools will we need?

- Integrated Development Environment (IDE)
  - Eclipse, NetBeans, Visual Studio, Xcode, etc ...
- Source Control
  - Subversion, CVS, Perforce, etc ...
- Development Tools
  - Jprofiler, JavaDoc, Doxygen
- Information Sharing
  - MediaWiki, Google Docs, Text files on SVN
- Graphics Tools
  - Gimp, Blender, Wings 3D, Inkscape
  - Photoshop, Illustrator, Maya, 3DS Max etc ...
The Classic Comp-361 Formula

- Language: Java
- Graphics: 2D
- Engine: Minueto
- IDE: Eclipse
- Source Control: Subversion
- Graphic Tools: Gimp
Next Monday

- You should all have a team by now.
- For Monday, on a sheet of paper
  - Name of team members, with email
  - Name of the team (be creative, or I chose for you)
  - A number between 0 and 100
  - Course conflict with on Monday/Wednesday between 10h30 and 12h00.