



IMGD 3000 - Technical Game Development I: Scripting

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Question

□ What is *scripting*?

Introduction

- Adding game functionality
 - C++ Coding
 - World/Level Editors
 - Scripting
 - Hybrid

- Scripting allows non-programmers (?) to make non-trivial additions/changes to:
 - Game logic
 - Objects

Types of Scripting

- Game variables
 - Token/value pairs
 - Not really scripting, unless dynamic

- Game monitoring/actions
 - Code to (re)act to/on game objects
 - Requires support from the engine

Game Objects

- What objects can I act on?

Actions

- What types of actions can I take?
- When can I take action?

Scripting Interface

- ❑ Do I need to write code?
 - Compiled vs. Interpreted
- ❑ Can I use a graphical front end?
- ❑ Hybrid?
- ❑ Is the scripting language portable?
 - Lua
<http://www.lua.org/>
 - GameMonkey Script
<http://www.somedude.net/gamemonkey/>

How Does Engine Support This?

- Expose
 - Objects to control
 - Methods for control

- Support scheduling of actions
 - Threads/Fibers?