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# IMGD 3000 - Technical Game Development I: Scripting

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# Question

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□ What is *scripting*?

# Introduction

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- 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

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- 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

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- What objects can I act on?

# Actions

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

# Scripting Interface

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- ❑ 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?

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- Expose
  - Objects to control
  - Methods for control
  
- Support scheduling of actions
  - Threads/Fibers?