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?