What Do You Think Goes Into Developing Games?

- Consider a computer game you want to build (or, one you like that has been built)
- Assume you are inspired (or forced or paid) to engineer the game
- Take 3-4 minutes to write a list of the tasks required
  - Chronological or hierarchical, as you wish
  - Include your name and name of game
    * (I'll collect and read, but not grade)
- Trade write-ups with another student
- What do we have?

IMGD 1001
The Game Development Process

Mark Claypool
Topics

• Background
• Topics
• Course Materials
• Motivation

Professor Background (Who am I?)

• Dr. Mark Claypool (professor, “Mark”)
  - Computer Science
    - Operating Systems, Distributed Computer Systems, Multimedia, Networks
  - Director of the IMGD program
    - The Game Development Process
• Research interests
  - Networks, Multimedia, Network games, Performance
Student Background (Who Are You?)

- Year (freshman, sophomore, …)
- Major (IMGD (Art or Tech), CS, HUA, …)
- Programming Classes
- Gamer: (casual) 1 to 5 (hard-core)
- Number of Games Built (zero is ok)
- Other …

Syllabus Stuff

http://www.cs.wpi.edu/~claypool/courses/1001-C06/

- Office hours:
  - TBA (about 3 per week each)
  - See Web page

- Email:
  - {claypool, chocobo7, pbd} at cs.wpi.edu
  - id111x-ta at cs.wpi.edu
  - id111x-all at cs.wpi.edu
Course Materials

• Slides
  - On the Web
  - PPT and PDF
  - Caution! Don’t rely upon the slides alone!
    Use them as supplementary material
    ♦ (come to class)
• Timeline
  - Tentative planning
• Resources
  - Game creation toolkits, documentation, etc.

Text Books

• Course packet from several text books
• The Game Development Process
  - By lots of people, edited by Steve Rabin
  - Close to course material, required for this class
  - 1000 pages! But good reference
• Game Architecture and Design - A New Edition
  - by Andrew Rollings and Dave Morris
  - Heavily used for design
• On Game Design
  - by Andrew Rollings and Ernest Adams
  - Some solid game design material
• Designing Arcade Computer Game Graphics
  - by Ari Feldman
  - Creating 2D art for games
• Creating the Art of the Game
  - by Matthew Omernick
  - Creating 3D art for games
Course Structure

• Prerequisites
  - None!
  - Neither Programming nor Art

• In-Class
  - Lecture
  - Discussion
  - Exams

• Out-of-Class
  - Reading
  - Projects

• Grading
  - Exams (45%)
  - Projects (50%)
  - Other (5%)

(More on Exams and Projects, next)

Exams

• 2 exams
• 45% of grade
• Non-cumulative
• Closed-note
• Closed-paper
• Closed-friend
• One-page “crib-sheet” (handwritten)
Projects (1 of 2)

- About 7 projects
  - 3 are tutorials with some “add ons”
  - 4 are original, made from “scratch”
- 45% of your grade
- Groups (3 is good, 2 or 4 are possible)
- Apply concepts taught in class
- Related to *Game Development*
- Build upon each other
  - Should have working game at end!

Projects (2 of 2)

- Project 4: Game Inception and Design
  - Inspiration of a game, design and documentation
- Project 5: Content Creation
  - Create 2-d animated sprites (or other art) and select supporting content
- Project 6: Game Logic
  - Implement game objects and game rules
- Project 7: Level Design
  - Put above components together in compelling game
- Project pitch
  - To panel of experts
Topics

- **Game Design**
  - The Creative Process
  - Design Documentation
- **Artistic Content Creation**
  - Color and Displays
  - 2D and 3D
    - Graphics
    - Animation
  - Audio
    - Music
    - Sound Effects
- **Introduction**
  - Team
  - Timeline
  - Size and Shape
- **Engineering**
  - Game Architectures
  - Programming
- **Misc**
  - Release
  - Postmortem

Why This Class?

- **IMGD requirements** (Core Course, see www.wpi.edu/+IMGD)

- Introduction to steps of Game Development
  - In depth in Area
- Fun! (*passion for games*)