



# Intro to GameDev

acmForge

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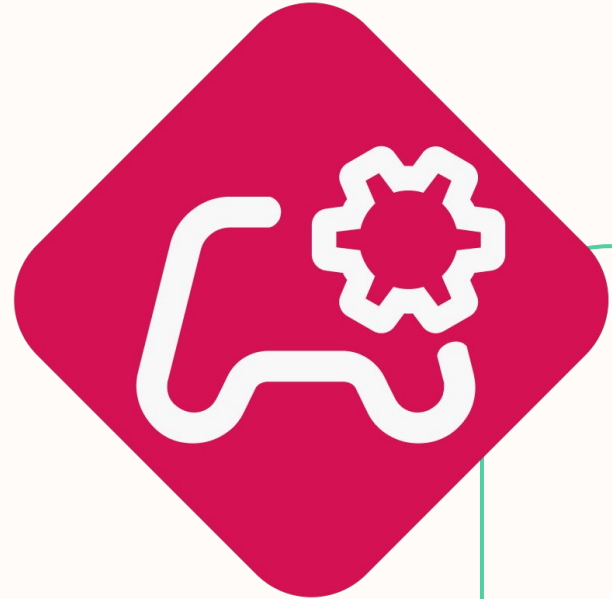
# Meet the Squad 🕶️





# What is acmForge?

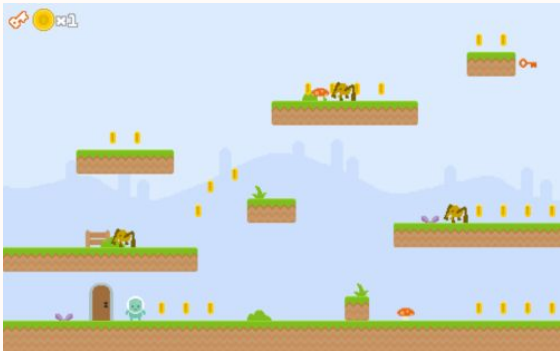
- Learn how to make your own video games in a semester!
- Some stuff you'll learn:
  - Unity
  - Unreal
  - Blender
  - Game Design
  - ... and more!



# What will we be learning?

# Simple Game Mechanics

# Player and Camera Movement, Player Input, Event Detection



# Game Design

How do we make something fun, challenging, or otherwise satisfying to play?

## (A bit of) Languages

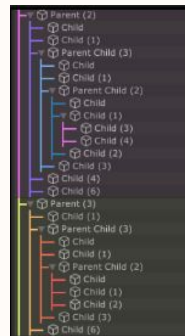
## Unity -> C#

## Unreal 4 -> C++

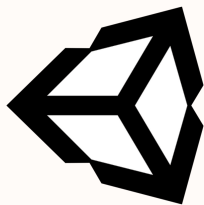


# Game Structuring

Understanding the object hierarchy and how to best organize different game elements.



# Game Dev Starter Pack



## Unity Engine

Popular &  
user-friendly engine  
for 2D + 3D games

## GitHub Desktop

GUI management of  
large complex  
projects



## Unreal Engine 4

Advanced engine for  
high quality 2D & 3D  
games

# DON'T PANIC!

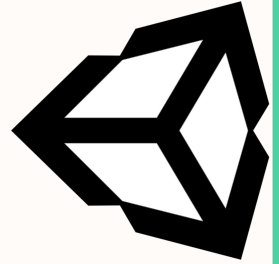
Don't worry if your laptop can't run  
Unity or Unreal

The computers you're sitting at have  
them pre-installed for you <3

We'll walk through how to install them  
anyways so you can do so at home!



# Unity Engine



- Popular & user-friendly game engine for 2D + 3D games
- Extensive asset store & community support
- Great choice for beginners!

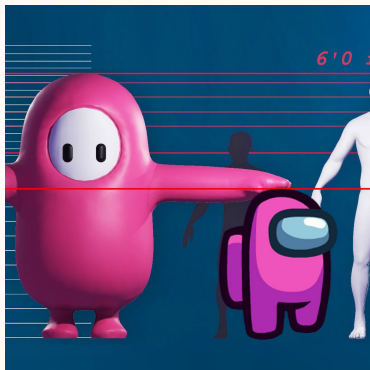
Download: [unity.com/download](https://unity.com/download)

Please install version 2021.3.18f1

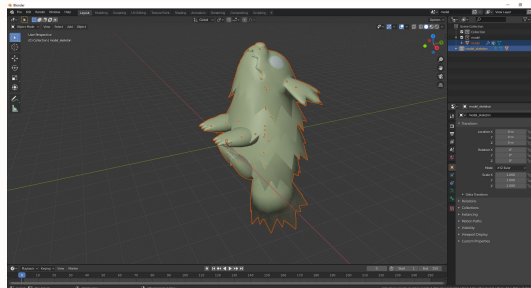


# Games made in Unity

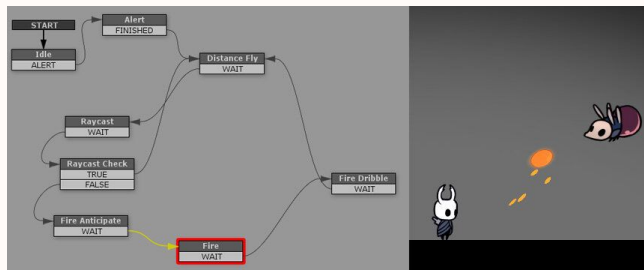
## Fall Guys



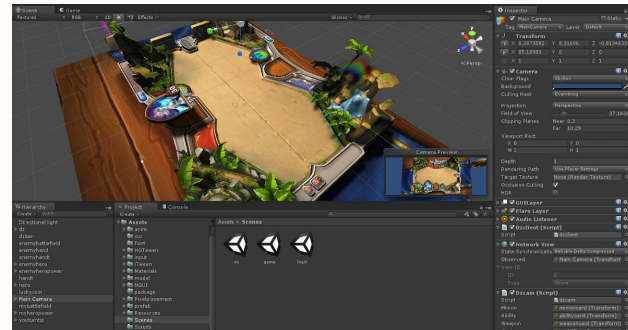
## Pokemon Go



## Hollow Knight



## Hearthstone





# Unreal Engine 4



- Robust and powerful game engine
- Advanced features for high-end 3D games
- Favored by professionals in gaming and film industries

Download: [unrealengine.com/en-US/download](https://unrealengine.com/en-US/download)

We will **not** be using Unreal Engine 5

Unreal engine



# Games made in Unreal

## Octopath Traveler



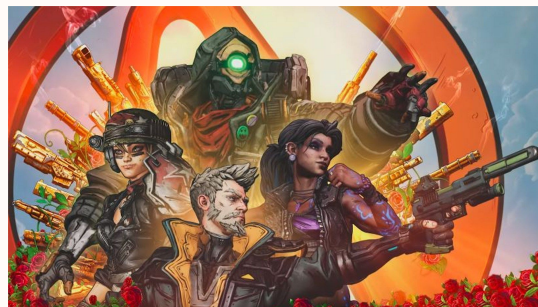
## Final Fantasy 7 Remake



## Sea of Thieves



## Borderlands 3





# GitHub Desktop

- Allows you to interact with GitHub through a GUI and not a command line (game dev essential!)
- We will be posting code for our workshops on GitHub!

Download: <https://desktop.github.com/>



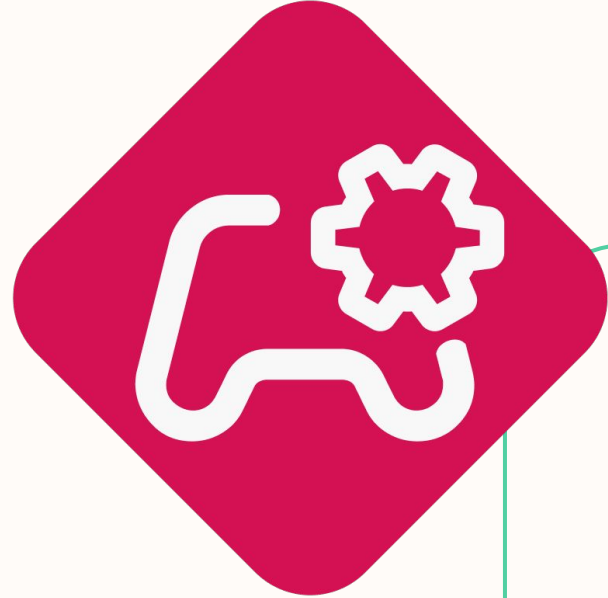
## Why GH Desktop?

- Beginner friendly
- Sets up .gitignores automatically for game dev
- **Too many damn files in game dev**



# Where can I find the workshop stuff?

- We will ALWAYS post project repos on our GitHub page!  
ACM Forge Org:  
[github.com/ACM-Forge](https://github.com/ACM-Forge)
- Full tutorials also posted on acmCSUF's blog - [README!](#)  
ACM's Blog:  
[acmcsuf.com/blog](https://acmcsuf.com/blog)



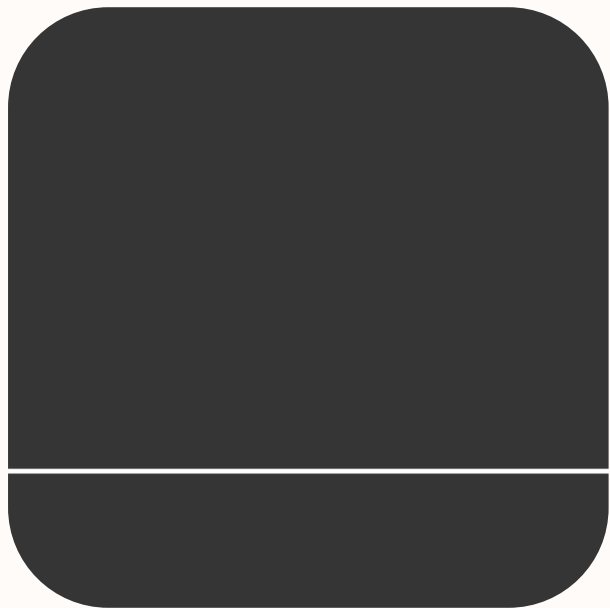
A green geometric logo consisting of a diamond shape connected to a line that forms a partial circle.

# GitHub Desktop Demo

Feel free to follow along or check out  
the tutorial on [ACM CSUF's blog!](https://acmcsuf.com/blog/787)  
Blog: <https://acmcsuf.com/blog/787>

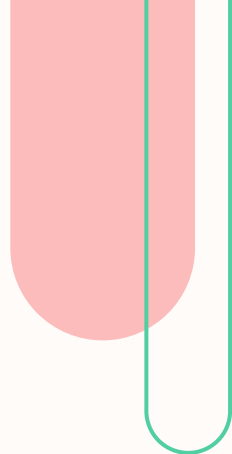
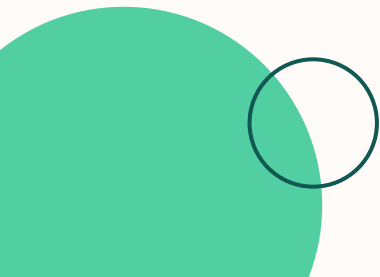


Adorable character provided by Jacob C.  
(Forgathan)



# Next Week: Intro to Unity

How to set up a new Unity project, creating a basic 2D platformer, and how to utilize GitHub Desktop for source control.



# Thanks

Looking forward to making cool games!  
Let us know if you have any questions :D