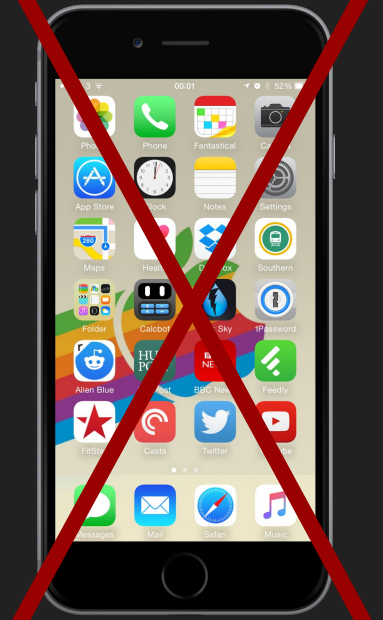
Case study:
Multiplayer game development met Google Play Services in Unity3D voor het Android platform

Brainstorm presentation by Brian Pinsard

Android

Ios

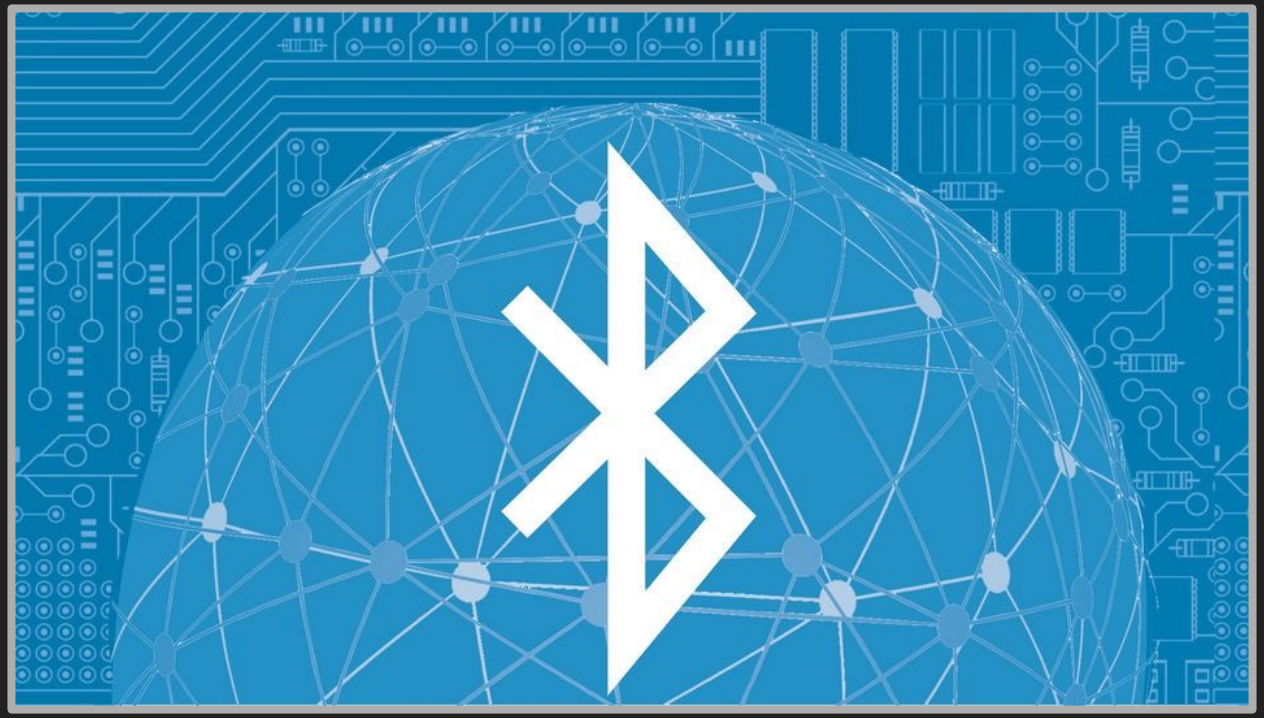


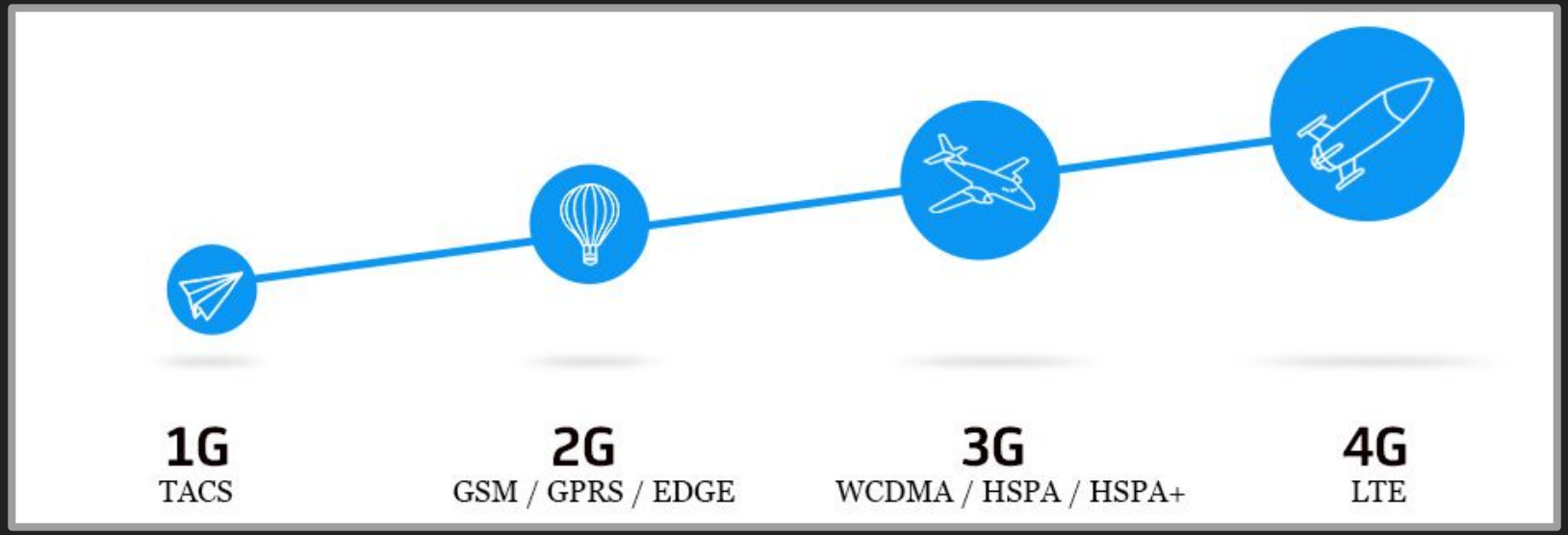
Windows phone

Local
Multiplayer

Online
Multiplayer

NFC
NFC

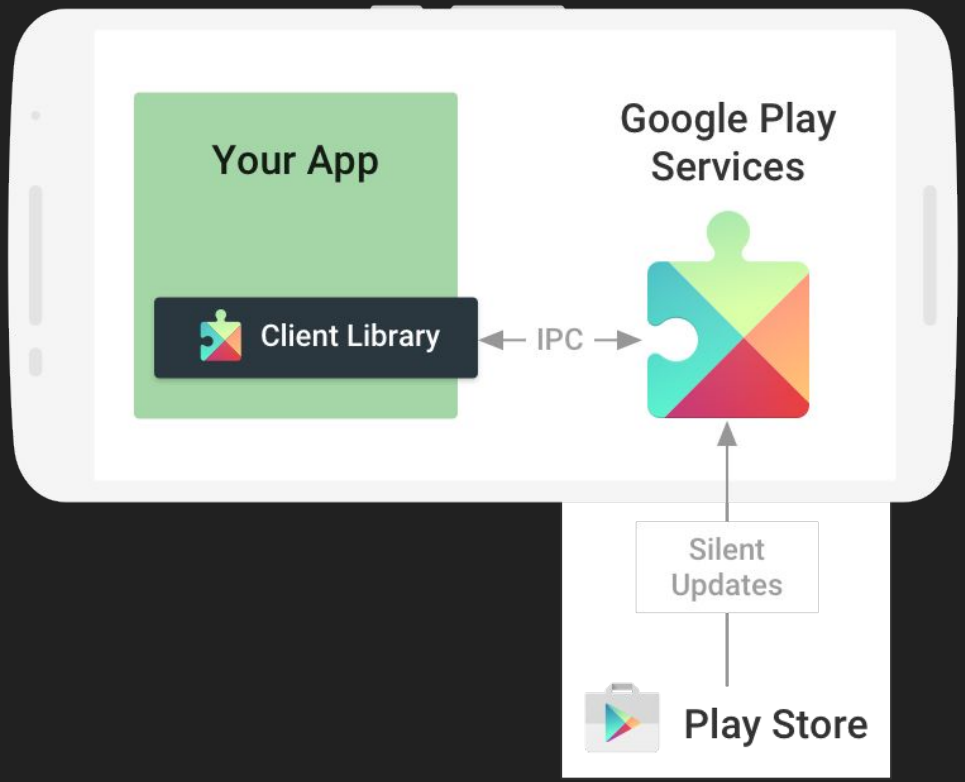



1G
TACS
2G
GSM / GPRS / EDGE
3G
WCDMA / HSPA / HSPA+
4G
LTE

Google Play Game Services

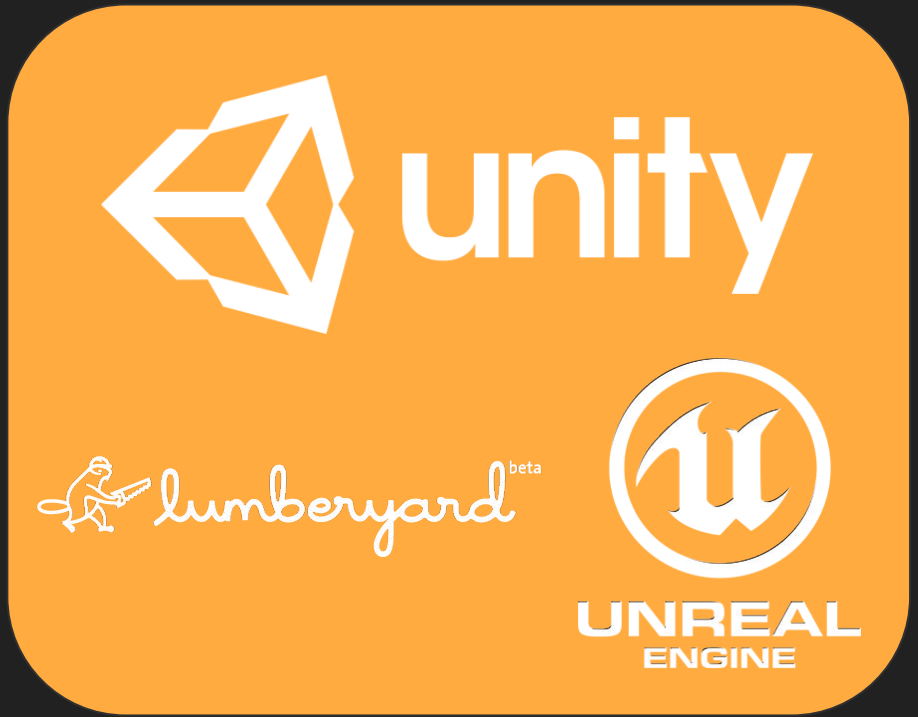
Real-time

Turn-based


Your App
Client Library
IPC
Google Play Services
Silent Updates
Play Store

Native

Game engine

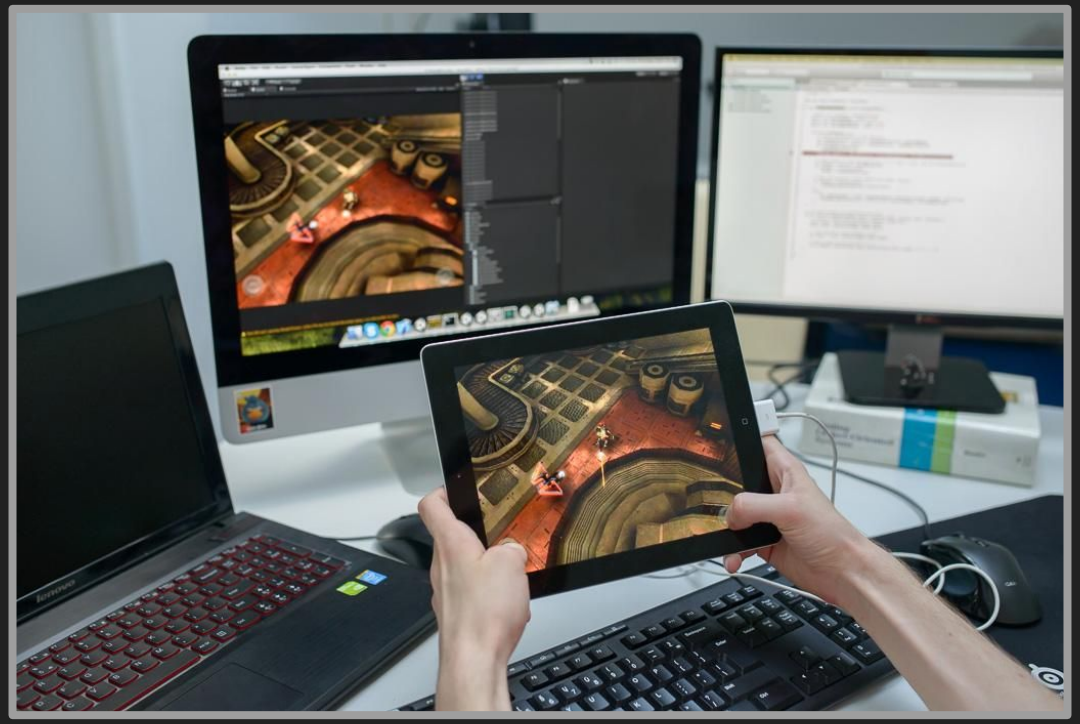


unity

UNREAL
ENGINE

beta

Unity3D



Play Games Services

unity

3D assets

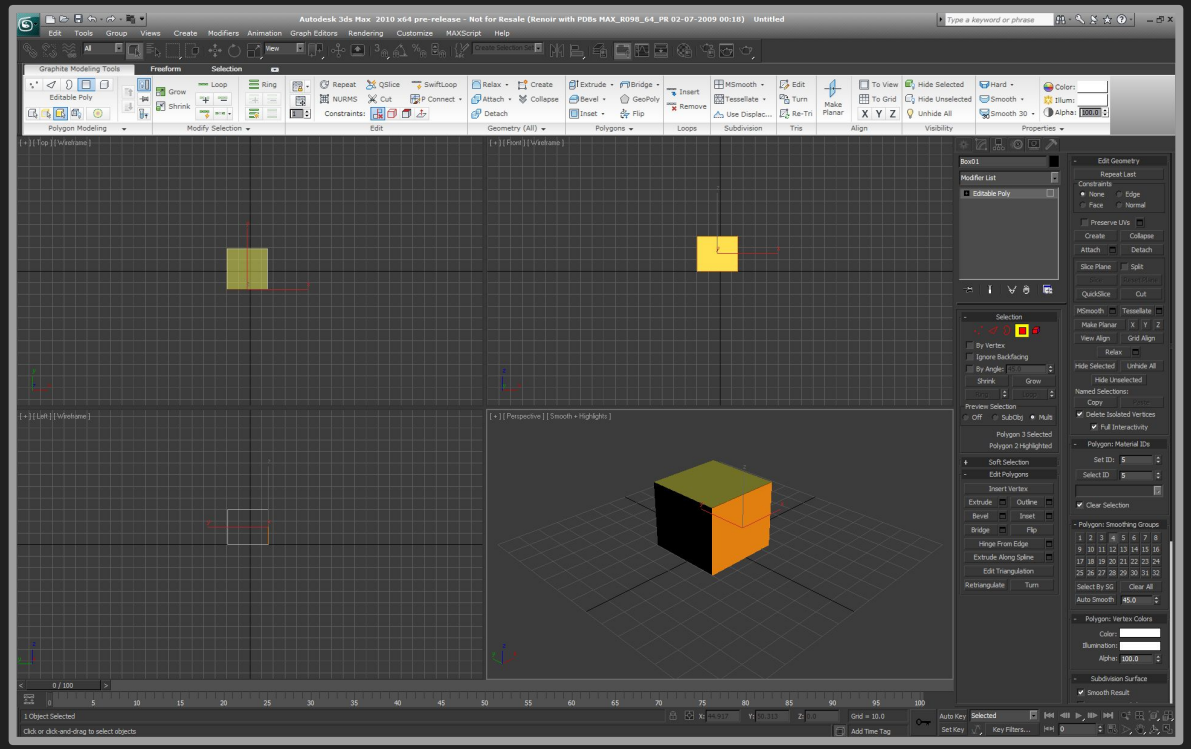
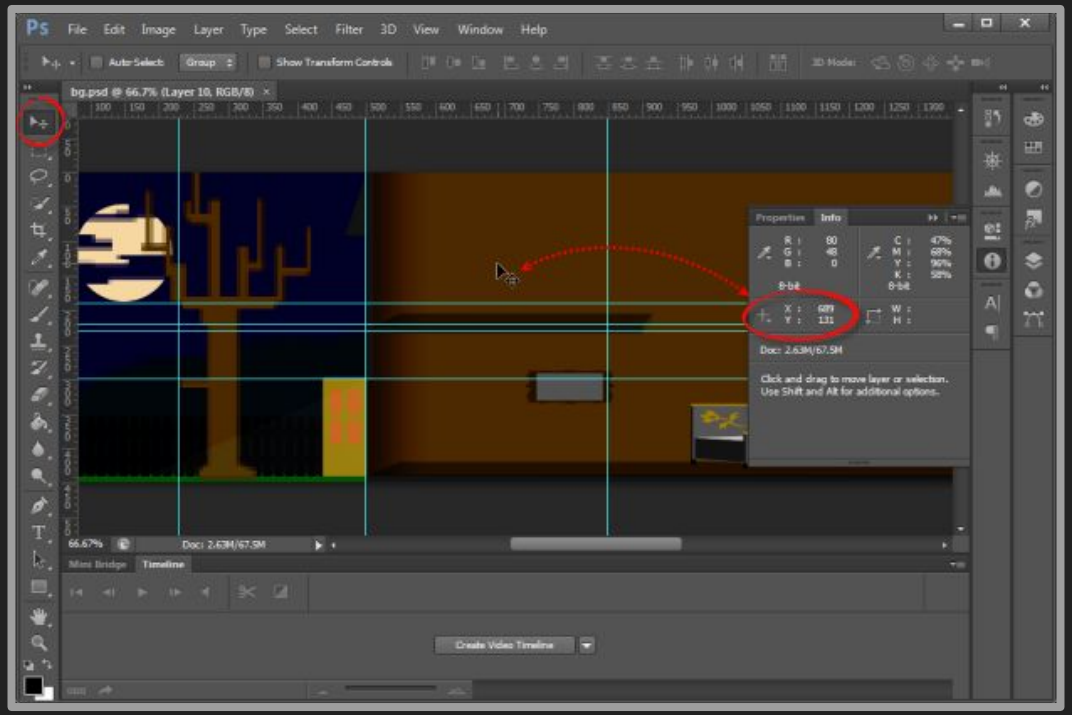

Autodesk 3ds Max 2010 x64 pre-release - Not for Resale (Renoir with PDBs MAX_R098_64_PR 02-07-2009 00:18) Untitled
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize MAXScript Help
Graphite Modeling Tools
Freeform
Selection
Polygon Modeling
Modify Selection
Edit
Geometry (All)
Polygons
Loops
Subdivision
Tris
Align
Visibility
Properties
[+] [Top] [Wireframe]
[+] [Front] [Wireframe]
[+] [Left] [Wireframe]
[+] [Perspective] [Smooth + Highlights]
Box01
Modifier List
Editable Poly
Edit Geometry
Selection
Soft Selection
Edit Polygons
Polygon: Material IDs
Polygon: Smoothing Groups
Polygon: Vertex Colors
Subdivision Surface
1 Object Selected
Click or click-and-drag to select objects

Image editing



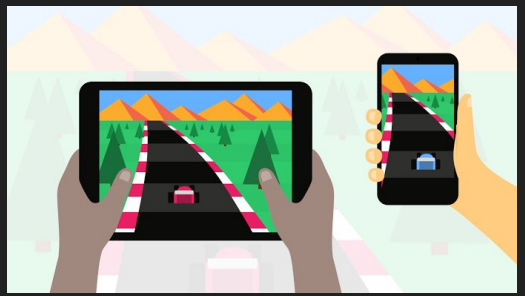
androidtv

OS / Tools

Connectie

Type

EN / OF



Feedback