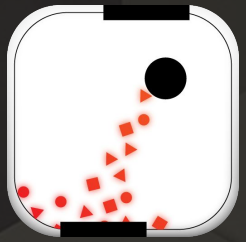
Criando o primeiro JOGO

Sou Gustavo

- Indie GameDev desde 2014
- Desenvolvedor VR - LAPADA
- Estagiário Apple Developer Academy

Ultimate Air Hockey



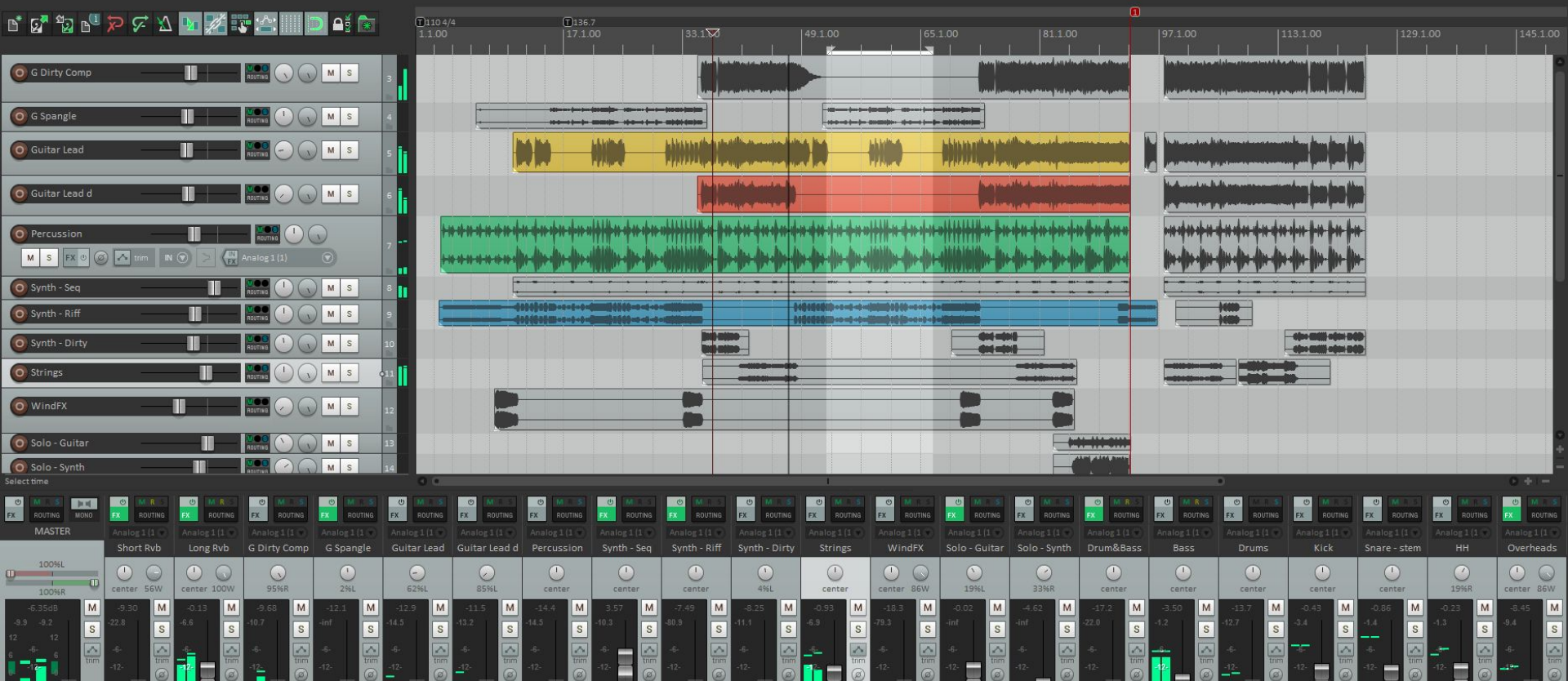
Minimal Pong

Quero Fazer um Jogo

- Game Design
- Programação
- Arte & Design
- SFX & Música

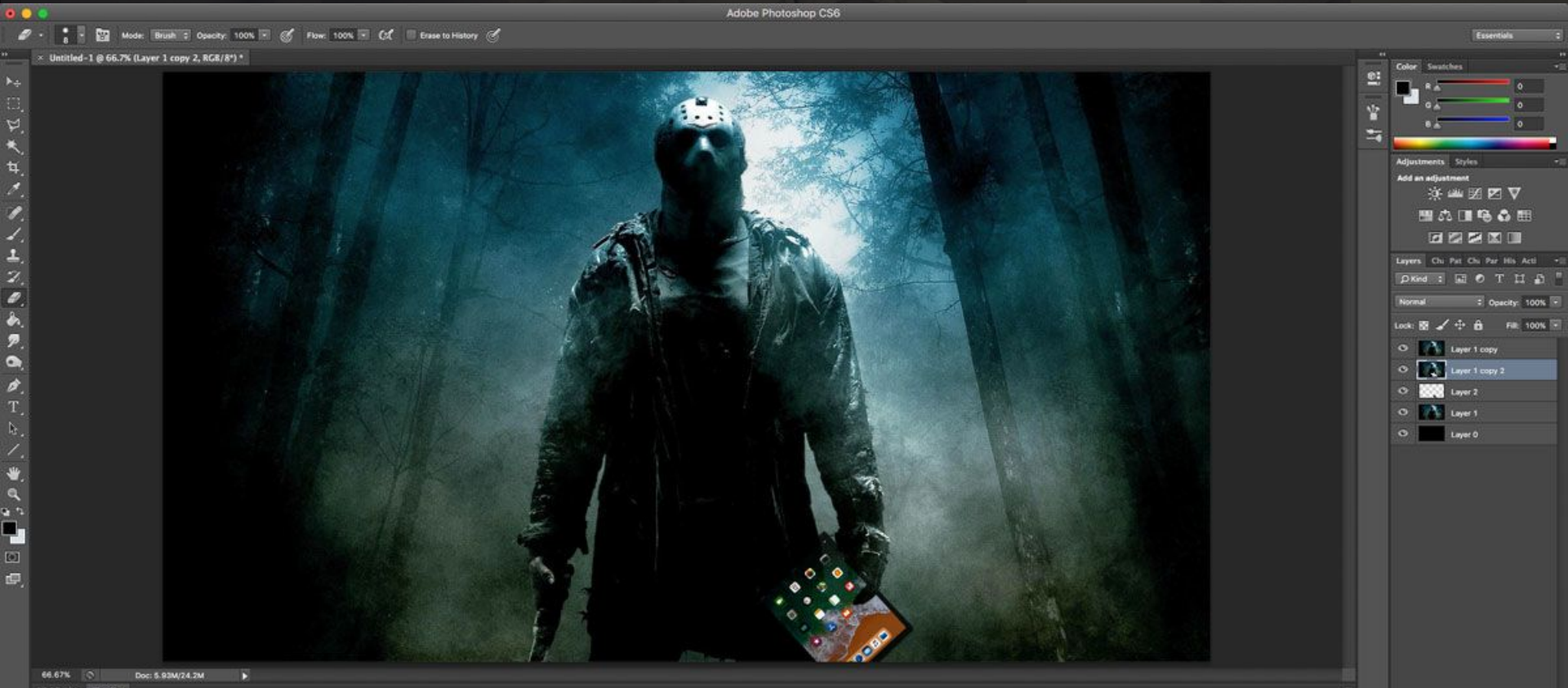
SFX & Música

Reaper



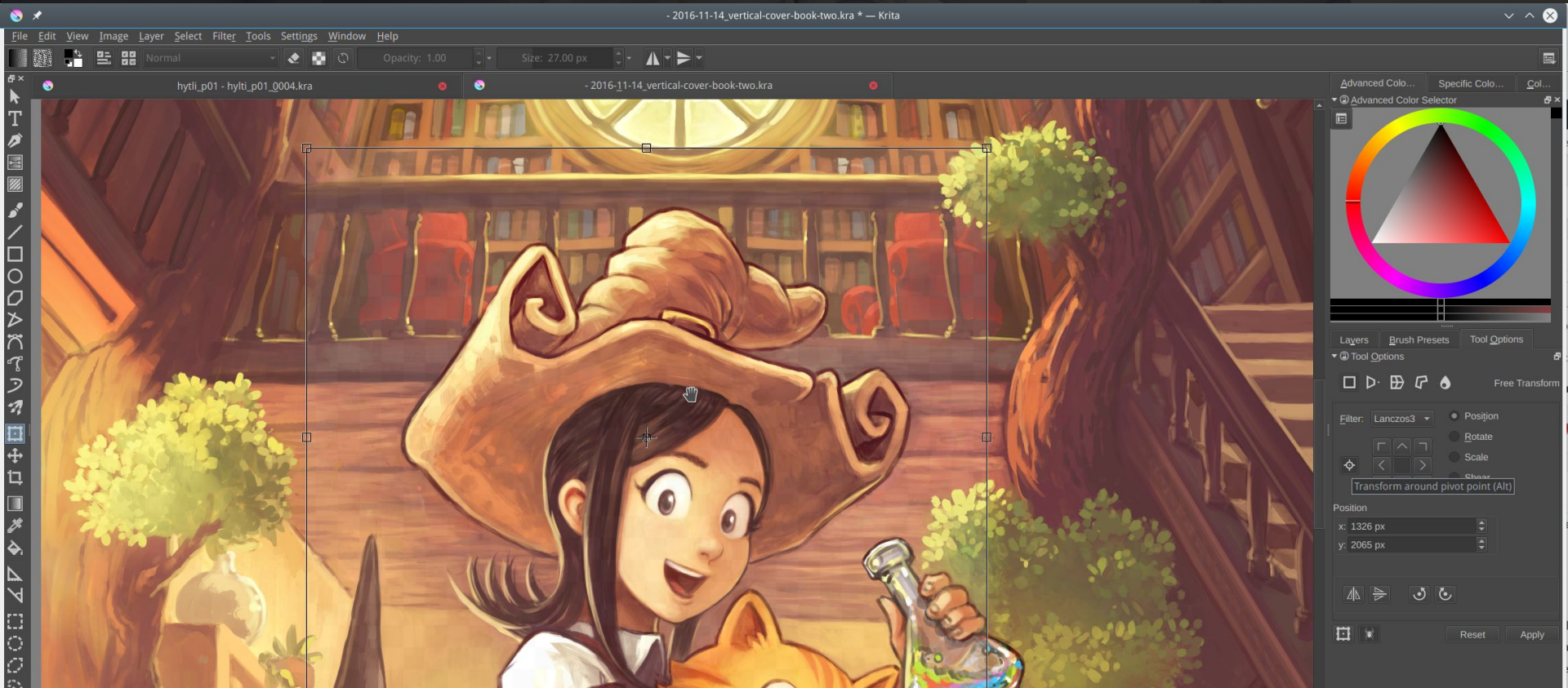
Arte & Design

Photoshop



Arte & Design

Krita



Arte & Design

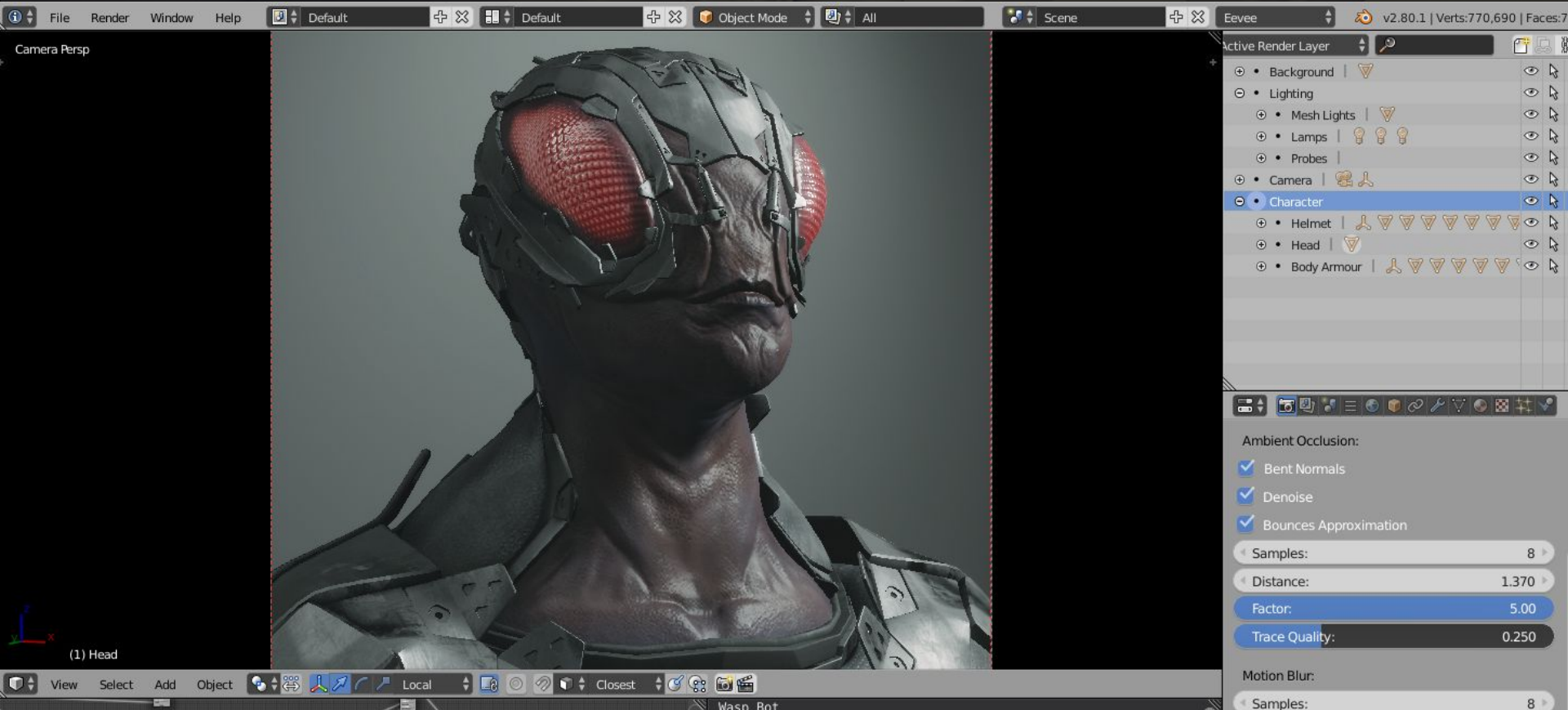
Illustrator

Arte & Design

Gravit Design

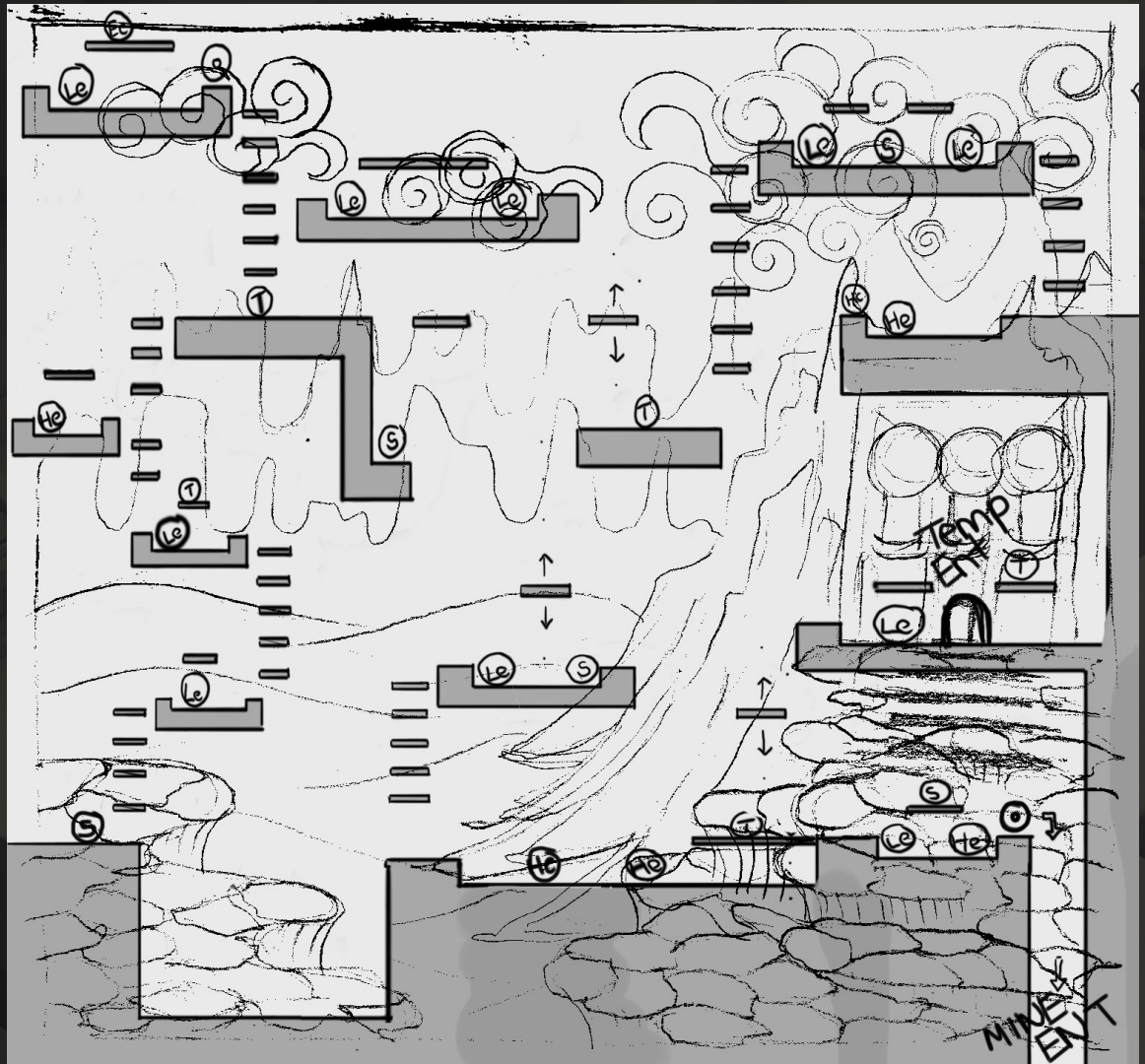
Arte & Design

Blender



Game Design

O design de jogos envolve desde a concepção, criação até a coordenação do jogo que será criado. É por meio dessa atividade que o projeto toma vida e passa a englobar as áreas de programação, arte, sonoplastia, entre outros.

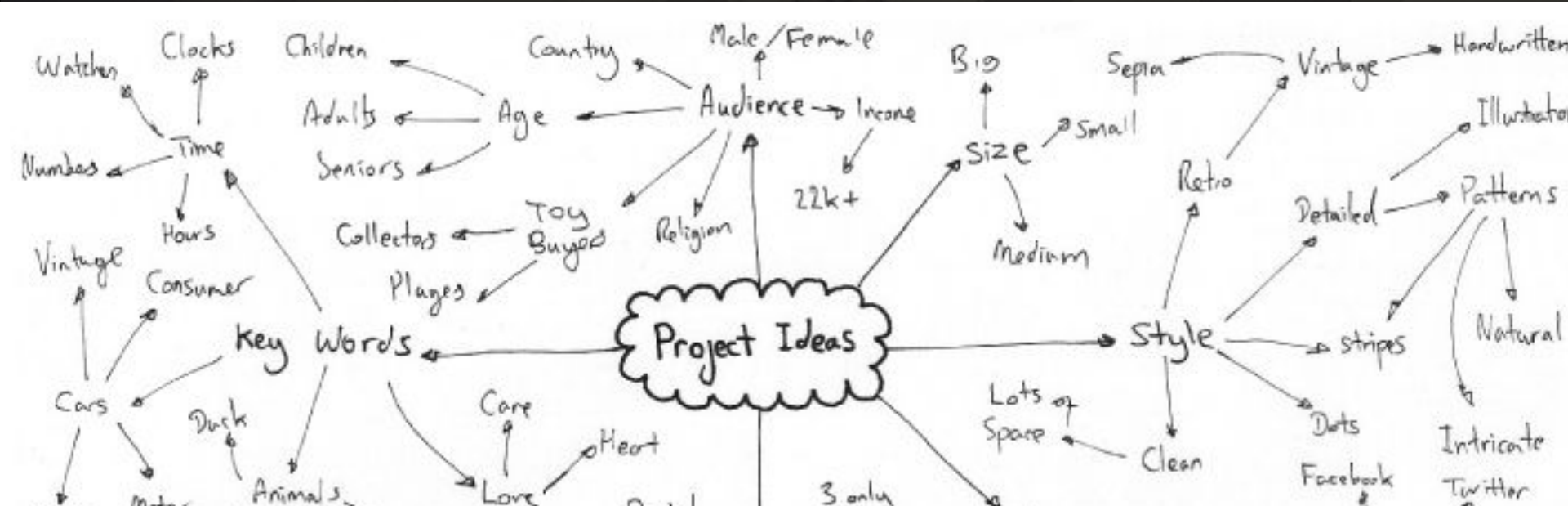

Temp
EXIT
MINE
EXIT

Concepção

Brainstorm & MindMap

Partindo do tema, sugerir qualquer ideia que vier à mente

Reunindo o maior número possível de ideias, visões, propostas e possibilidades.



Criação

Game Design Document

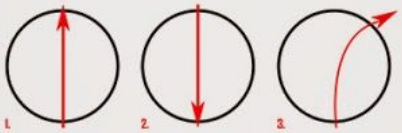
É um documento altamente descritivo do design do jogo. Um GDD é usado principalmente para organizar o processo dentro de uma equipe de desenvolvimento

- If all the strikes in the technique are completed, in the correct order and in the time frame then the final strike will land causing massive damage
- If at any point the combo is interrupted or left unfinished then the player will return to the CQC stance

If properly performed in the appropriate time frame the attack will result in an instant kill

Attack Example – Three Strike Swipe

- As an example of an advanced CQC technique the player wishes to complete the three strike swipe.
- The attack is a quick three attack combo targeting the opponents arm, neck, and chest.
- To initiate the technique the player must land the first attack which is an upwards slash across the opponents right arm using the **reverse saber grip** (See below)



The two follow up attacks, inputs 2 and 3, coincide with the attack stabbing downwards into the enemies jugular followed up by outwards slash (left to right) across the enemy's neck. The target areas are depicted below.

There are three additional variations of advanced CQC techniques which the player will have the ability to utilize in-game. Summaries of these techniques are found below but most are elaborated on in the ability list located at the end of the mechanics section.

Sentry takedowns

Sentry takedowns are instant kill attacks which can be performed if the player can approach an enemy from behind undetected. Utilizing the same inputs as the combat system the player must depress and hold the left trigger to solely lock onto the desired target.

- When close enough the player initiates the technique much like an advanced combo, requiring the player to input a series of movements on the right analog stick within (1.5 seconds)
- If a sentry takedowns is unsuccessful the player will have been detected

Disarms

When initiating in CQC with an enemy the primary focus will be disarming an enemy of their weapon (handgun, shotgun, assault rifle, etc..) As such when in CQC the player at times will be prompted to knock the weapon away or use the weapon against the enemy.

After successfully landing an initial strike the player the player has window of opportunity in which they may disarm their opponent. The window of opportunity is 2 seconds long in which the player may press the "X" button on the Xbox controller. After successfully pressing "X" in the window of opportunity a quick animation will play (lasting 1-3 seconds long) in which the player character will disarm the enemy of their primary weapon.

Enemy Behaviour CQC

- While the enemy A.I. is equipped with firearms with range, when in close proximity to the player character they will resort to using melee and CQC attacks
- When the player character is within 5 metres of an enemy, the enemy will stop firing and move directly to the player to engage
- A basic enemy's melee and CQC is not as expansive as the player characters but none

- The range of their attacks are 1.05 metres in reach
- Basic enemies can perform these melee attacks in succession, but only as quickly as the animation plays

Player Abilities – CQC Basic & Adv. Techniques

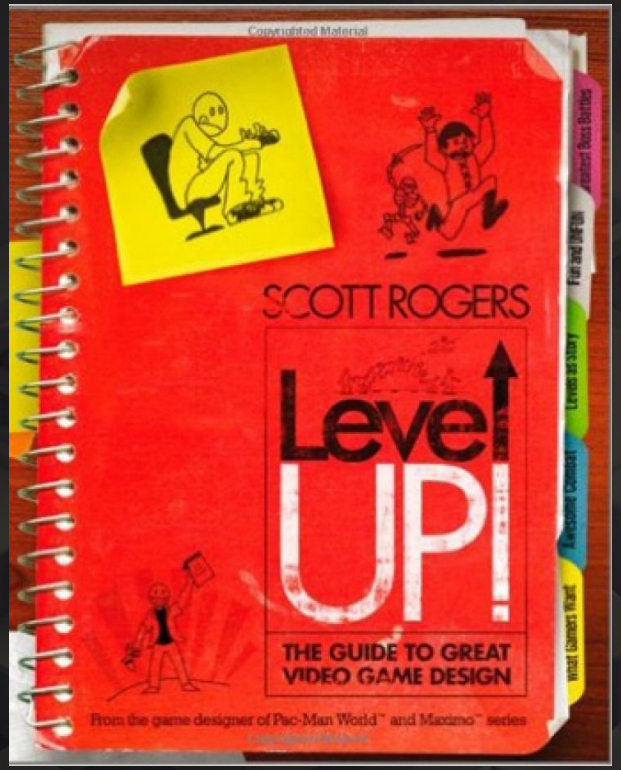
Below is a comprehensive list of the player's combat capabilities as well as the required input to perform these techniques.

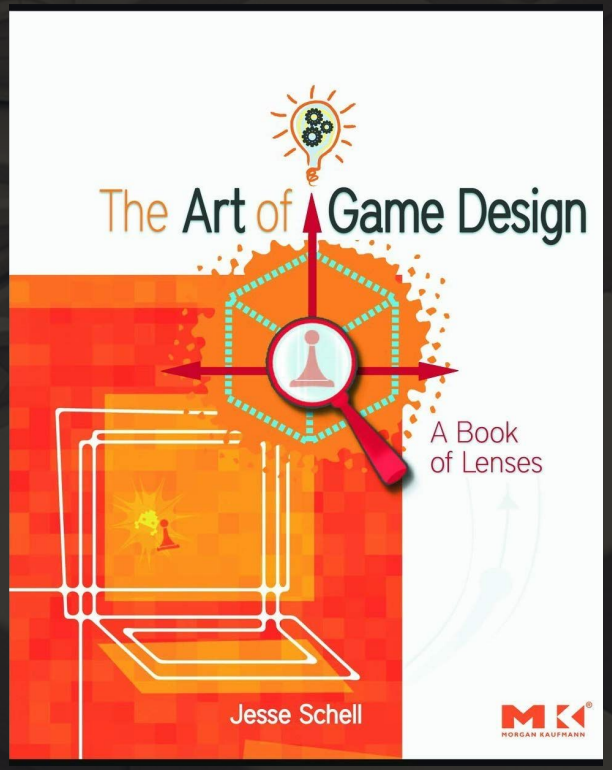
Basic CQC Attacks

Table 1: Basic CQC Attacks

Ability	Description	Damage	Required Input
Stab/ Thrust	A jabbing, lunging, or punching attack directed straight towards the defender's front	5 hit points	
Downward Diagonal Attack (Right)	A downward diagonal slash, stab, or strike toward the left side of the enemy's head, neck or torso	15 hit points	
Downward	A downward diagonal slash, stab,		

Leitura Recomendada





Programação

Por que Unity?

Gratuito

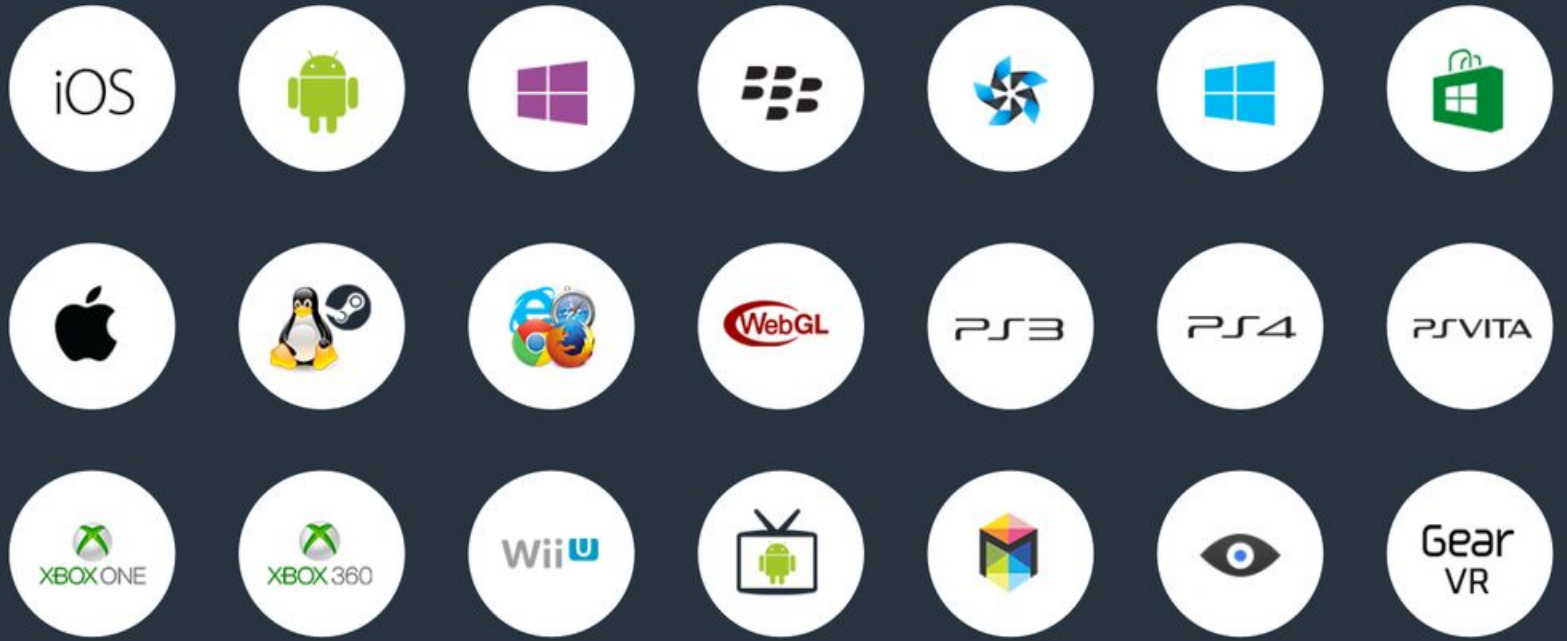
Multiplataforma

Fácil Aprendizado:

- tutoriais, fóruns, documentação disponíveis

Asset Store

Multiplatform: 21 Opportunities Across Desktop, Mobile, Console, Web, TV, VR



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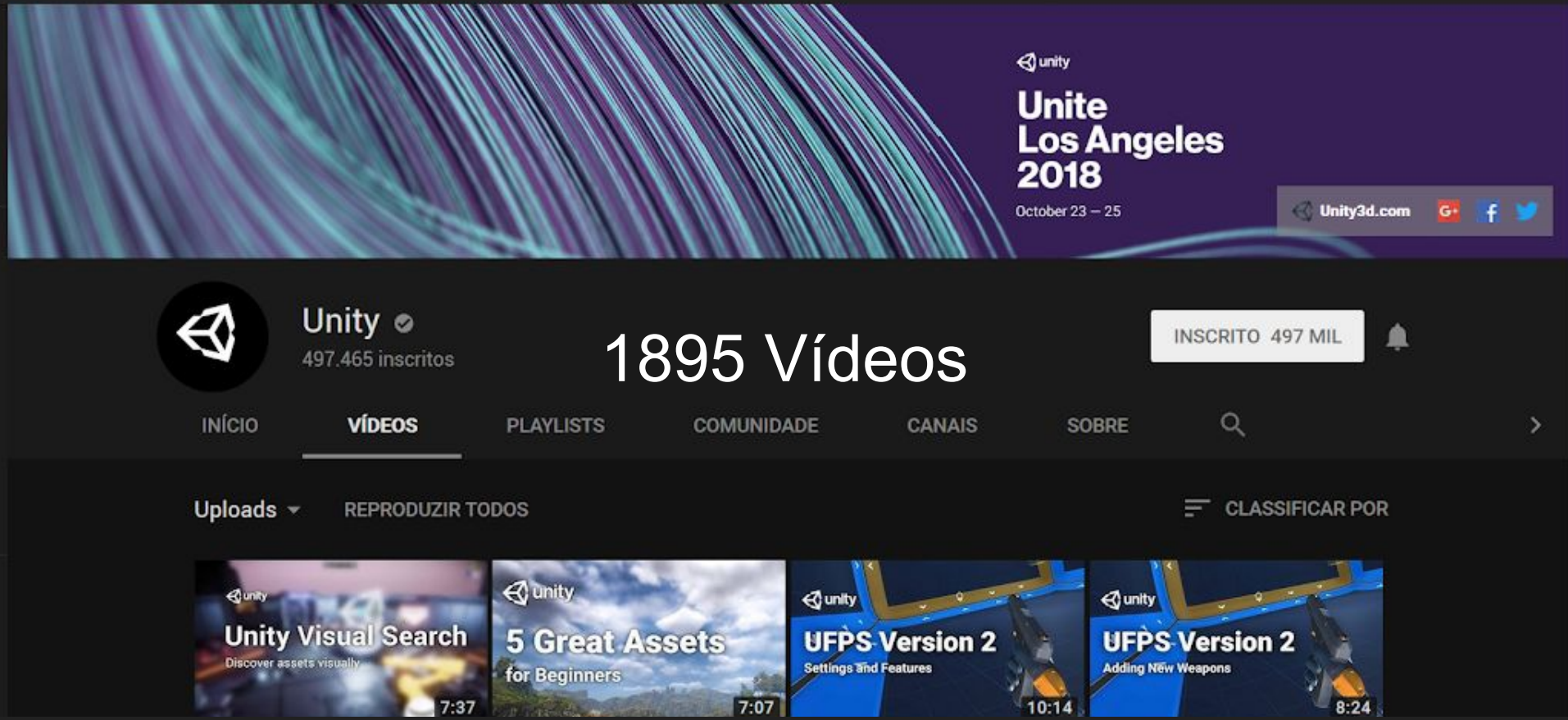
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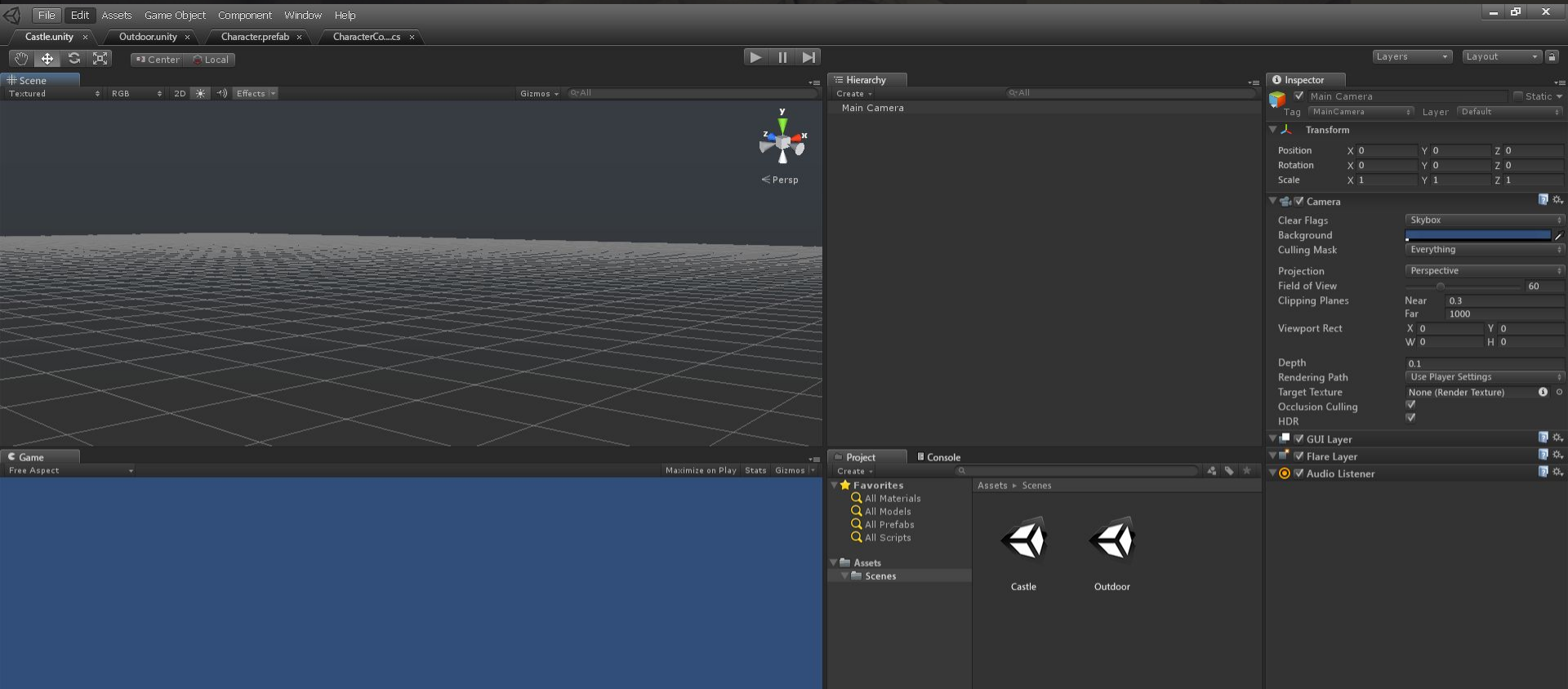
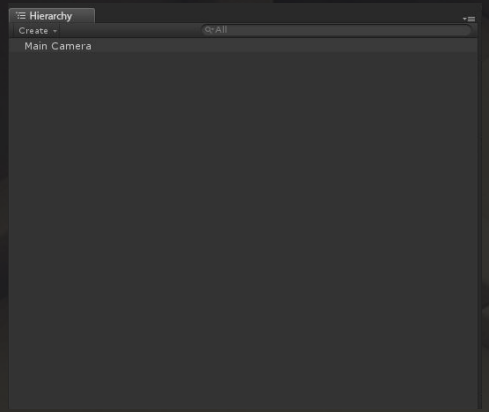
Unity Visual Search
Discover assets visually
7:37
5 Great Assets
for Beginners
7:07
UFPS Version 2
Settings and Features
10:14
UFPS Version 2
Adding New Weapons
8:24

Programação

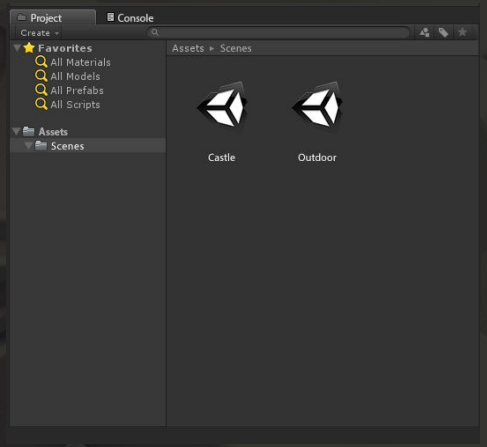
Unity Interface Overview



Unity Interface Overview



Mostra todos os assets utilizados na cena



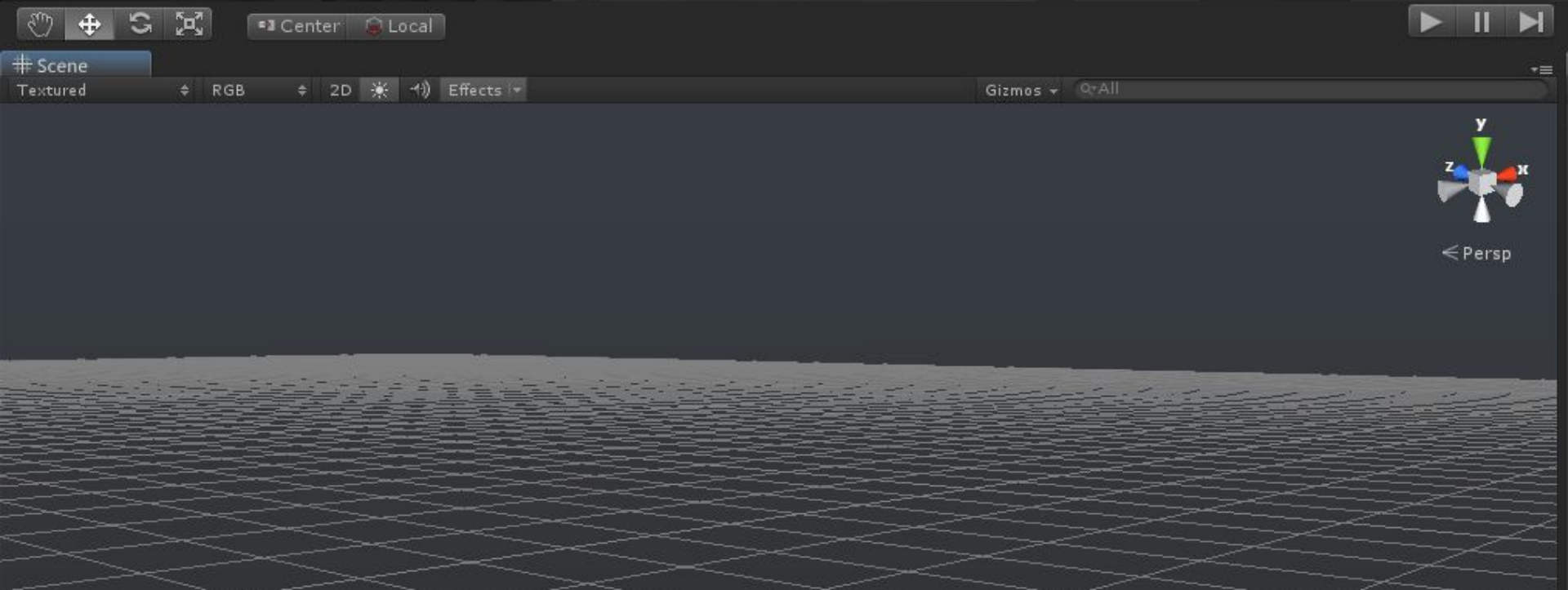
Mostra todos os assets dentro do projeto

Exibe detalhes do objeto selecionado

Programação

Scene

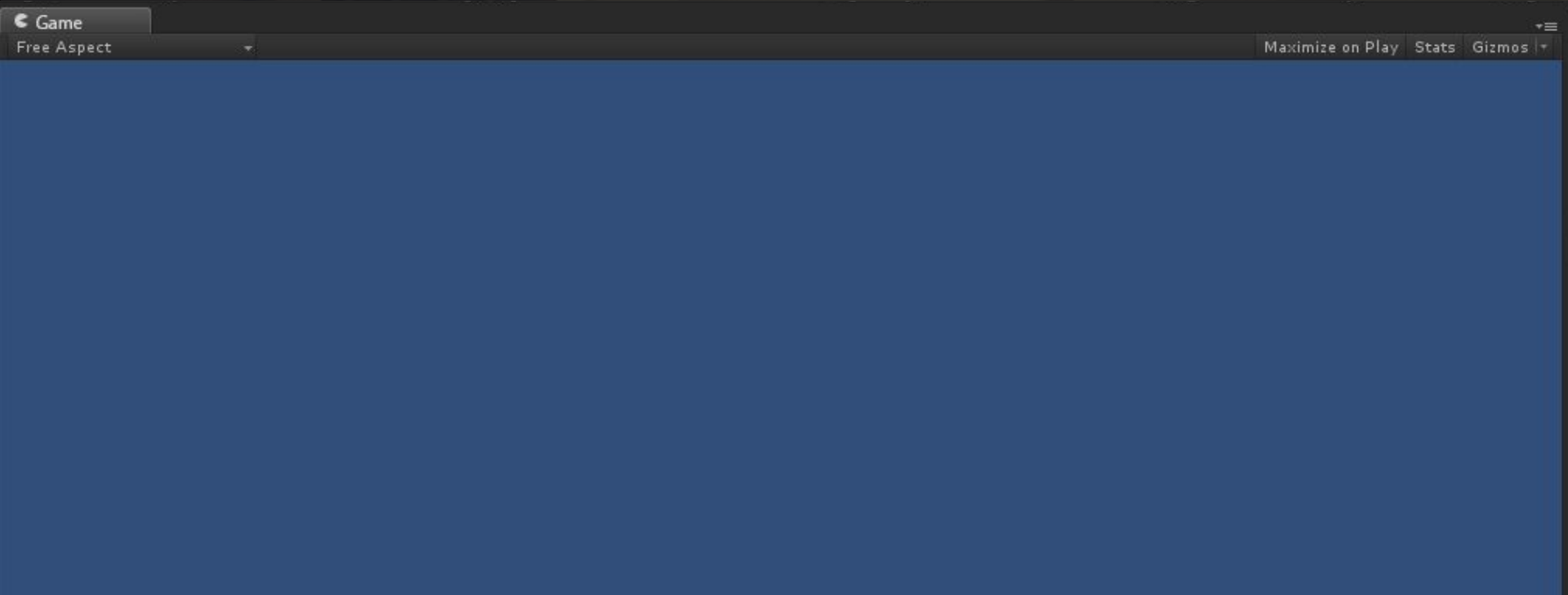
Onde construímos visualmente o jogo



Programação

Game

Preview do jogo



Dicas

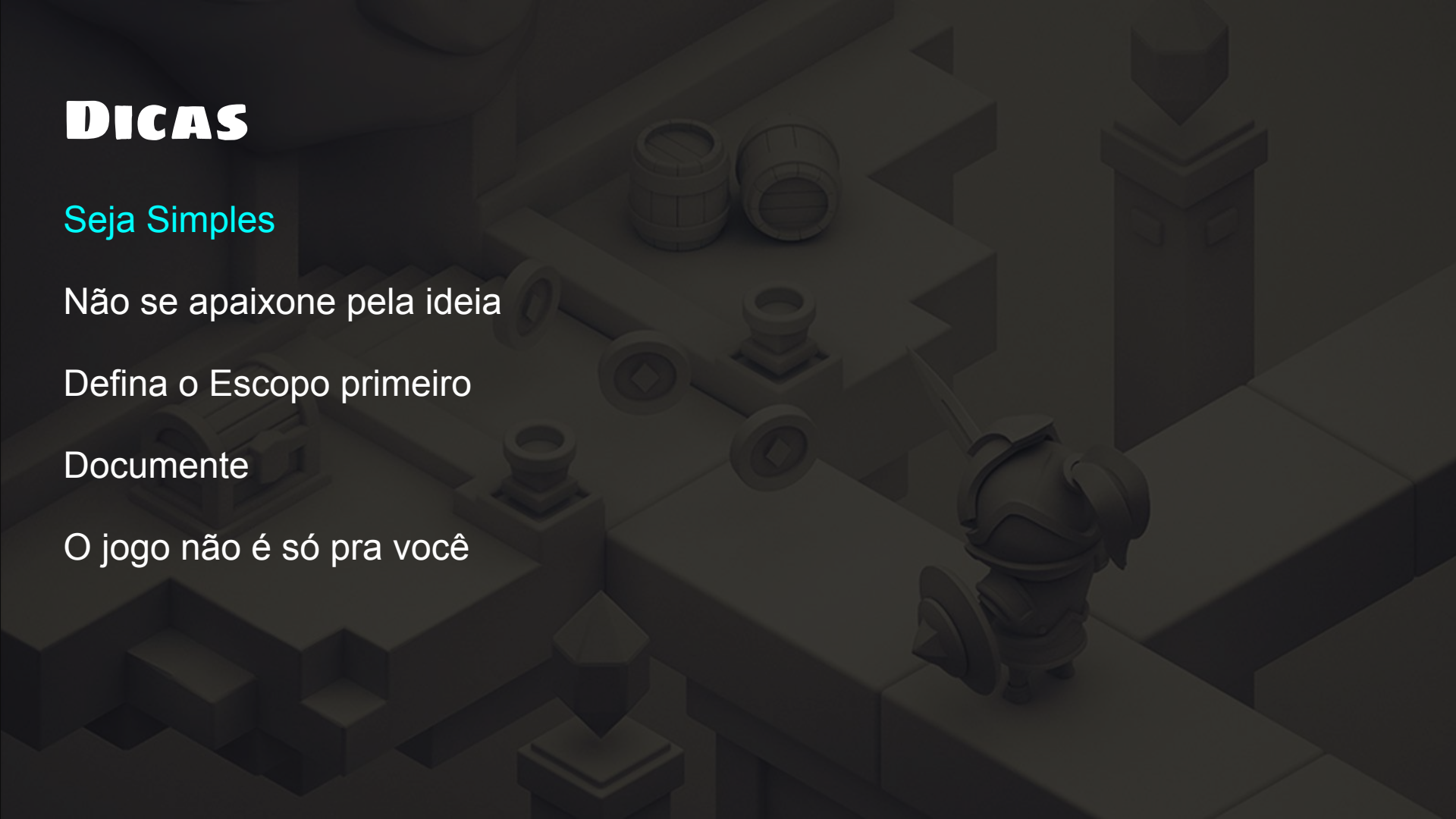
Seja Simples

Não se apaixone pela ideia

Defina o Escopo primeiro

Documente

O jogo não é só pra você



Dicas

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Documente

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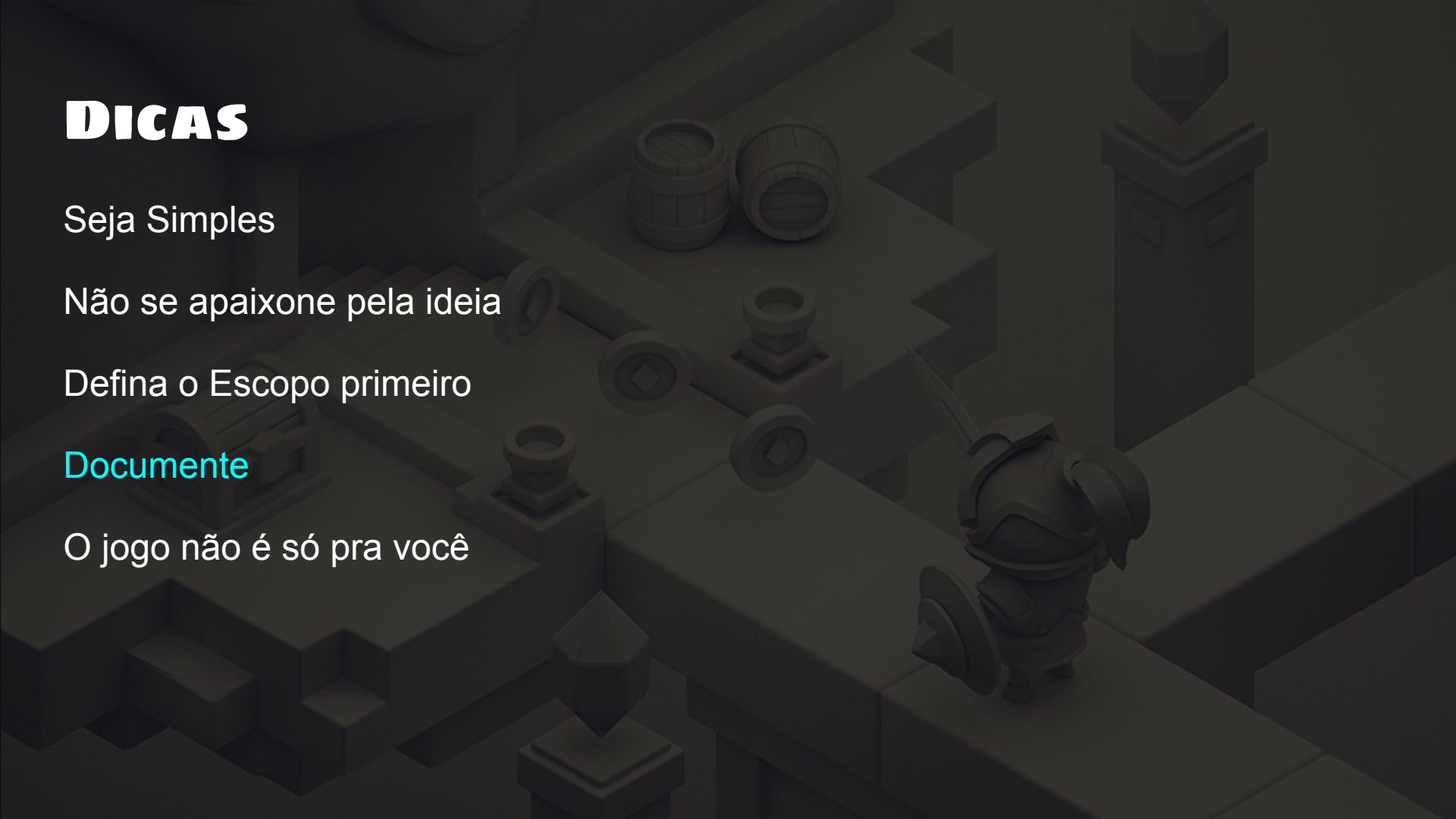

Dicas

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Documente

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Baixe o projeto

https://github.com/llGustavoChavesll/FlappyBird

https://gchavesstudio.wordpress.com/