Name: Cameron Windsor Fox Major: Computer Science Major

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Chosen Mechanism: Videogame Development

Introduction and Technical Definition of Chosen Mechanism:

For my Mechanism Discussion Topic, I have chosen is *Videogame Development Programming*, this is one of the main components used in videogame development companies, **videogame programming deals with multiple programs that are needed to be created and connected that are used for every section and part that is built into making a videogame**. The components used in the code of developing and programming videogames is similar within the main starting point but can branch out to using different code and functions depending on the game being developed. With using code scrips this is used for creating the different sections of computer programming code that are available for the game. Such as building the main function in the script, building action triggered methods for events triggered in the game, setting up additional classes, as well as information about your character. With all the different scripts that could be used for developing and programming videogames this shows how coding and programming has become such a big part of developing videogames.

Component 1: Main Function

The main function of coding with videogames is the main function that controls how the rest of the code will be executed as well as the order in which everything goes. The main function of a coding script in videogame development is the main essential part of the program, without this all the other functions wouldn’t be able to work correctly. This function can set up the main variables and data needed for the beginning of its creation. For example, to setup the starting of the main menu of the game, the main function would be used for creating the variables used for the buttons or the choices available in the main menu, if the player wants to start a new game, continue from a previous save file, or check the options menu. The main function for coding is always an essential method for every videogame project.

Component 2: Action Trigger Methods

Actions trigger methods are used for activating points in the game where any number of things can happen from cut scenes to being ambushed by enemies or meeting up with other computer players. They can also be used when you are doing action movements such as quick time events and combo movements or attacks. Action triggers can be connected to many different types of uses in a game and are also an important part of coding a videogame.

Component 3: Additional Classes

Additional classes used in computer coding is something that is also useful when you are building more complex games. By using additional classes, code can be separated and used only for assigned parts of the game. As an example, in a game that has the main character in a battle with an enemy, there can be a class created for the character information used in battle such as life points and information describing the weapon being used or the use of ammo if the selected weapon uses any ammo. Additional classes can also help with keeping the code more organized and easier to follow and understand instead of always having everything built in one single class or file.

Component 4: Character Information

Character Information is something that is, for the most part always shown to the gamer in different shapes. It is something if a biography telling the player about the character they are playing. In addition, the player can read up on more detailed information about the main character as well as other characters that are discovered within the game if the game has the capabilities like this built in to the coding.

Conclusion:

Coding with Videogame Development uses multiple functions for the creation and build of the videogame. It’s used as the stepping stones to ensure that the game functions and allows for the game to work properly. With the use of the many different methods, and functions created for coding a videogame it is such a big part of creating and developing a videogame of the specific type in mind. With the coding used for the different methods or functions triggers or cut scenes events that the player may experience while going through he game. Without the coding used for the development and creation of videogames, videogames may have to have been developed in a completely different format or they may not have been built to begin with. Computer coding is such a fundamental part of videogame development it is in ways the stepping stones of the building bricks for building the beginning development and ending development for videogames developed in the many different videogame companies.