



CS74.42A Game Development

Fall 2018 ~ Ethan Wilde

Week 15



Welcome

- Course Outline: This Week
- Smoke Days + Thanksgiving: Weeks 12-14
- Advanced Topics
 - Phaser Signals and Prefabs
- Sprint to the End: Scrum Development Process
- What to Do Next

Course Outline

1 World of Game Development	10 Physics, Particles + Effects
2 Play a Game, Learn to Code 1	11 Midterm Review / Draft GDD
3 Play a Game, Learn to Code 2	12 Prefabs + Classes / Build Sys
4 Intro to JavaScript + Systems	13 Final Project: Design Game
5 Browser-Based Games	14 Adv Development Techniques
6 Working with Sprites + Controls	15 Build + Playtest Sprint 1
7 Level Maps, Atlases + Tiles	16 Build + Playtest Sprint 2
8 UI + Sound	17 Build + Playtest Sprint 3
9 Simulating the Physical World	18 Final Exam (online)

Get all of the details in the complete syllabus on Canvas.

**Weeks 12-14: Omitted due to smoke days and Thanksgiving.*

Smoke Days + Thanksgiving: Weeks 12-14

Week 12	Optional due to smoke days Discussion 5: Game Design Document Presentations Assignment 12: First Build-System-Based Phaser Game
Week 13	Week 11 Assignment may be re-submitted due to smoke days Assignment 13: Final Game Design Document
Week 14	Omitted due to smoke days and Thanksgiving Advanced Topics introduced this week (15)

Advanced Phaser: Prefabs + Signals



<https://github.com/photonstorm/phaser-ce>

Advanced Phaser Concepts

Signals

A signal calls a function when something specified happens, like a collision or mouse click.

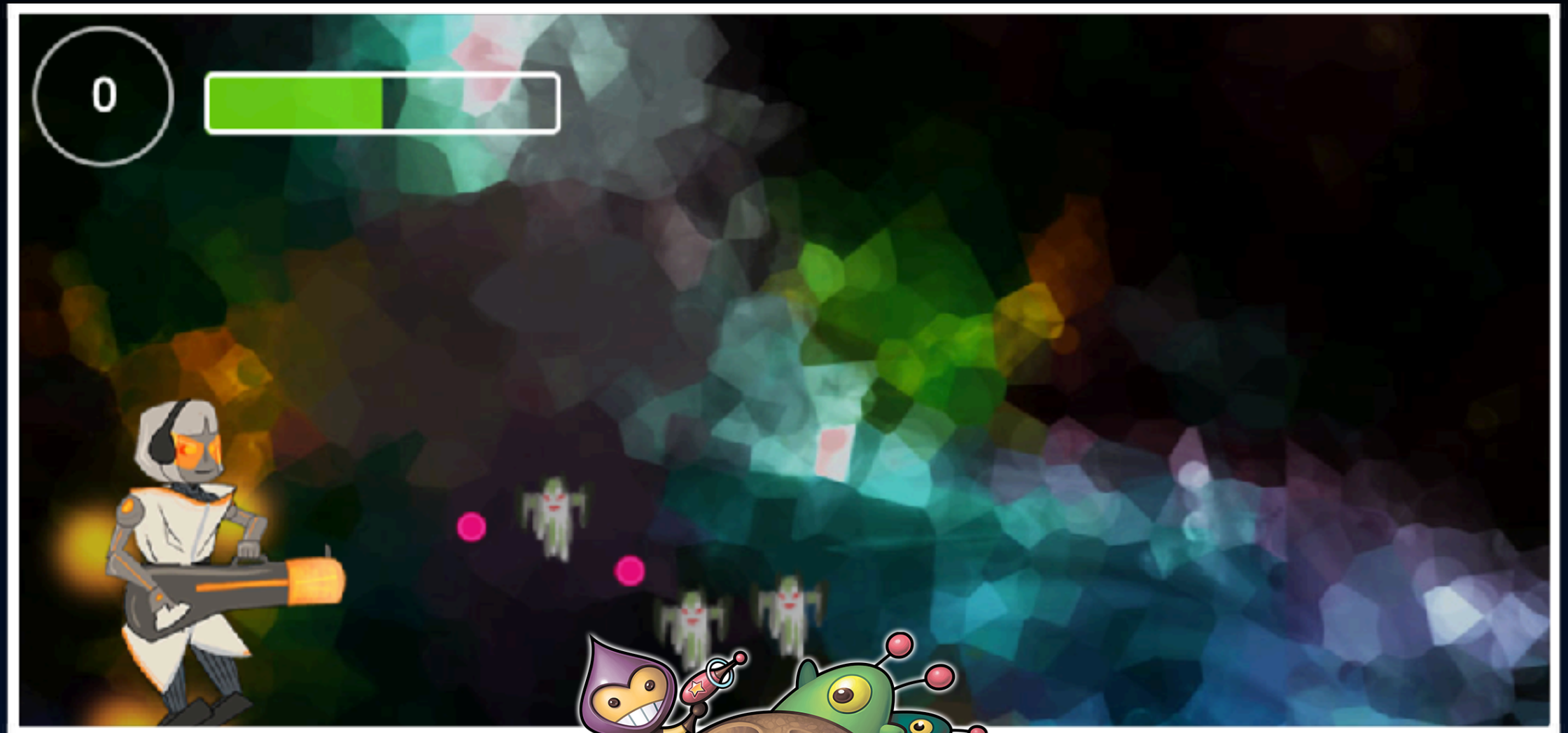
Prefabs

Subclasses of Phaser objects.

Requires class-based coding pattern in Phaser.

Textbook Chapter 7 games follow this pattern.

Working with Advanced Phaser Concepts



Code Demo

Building Final Project

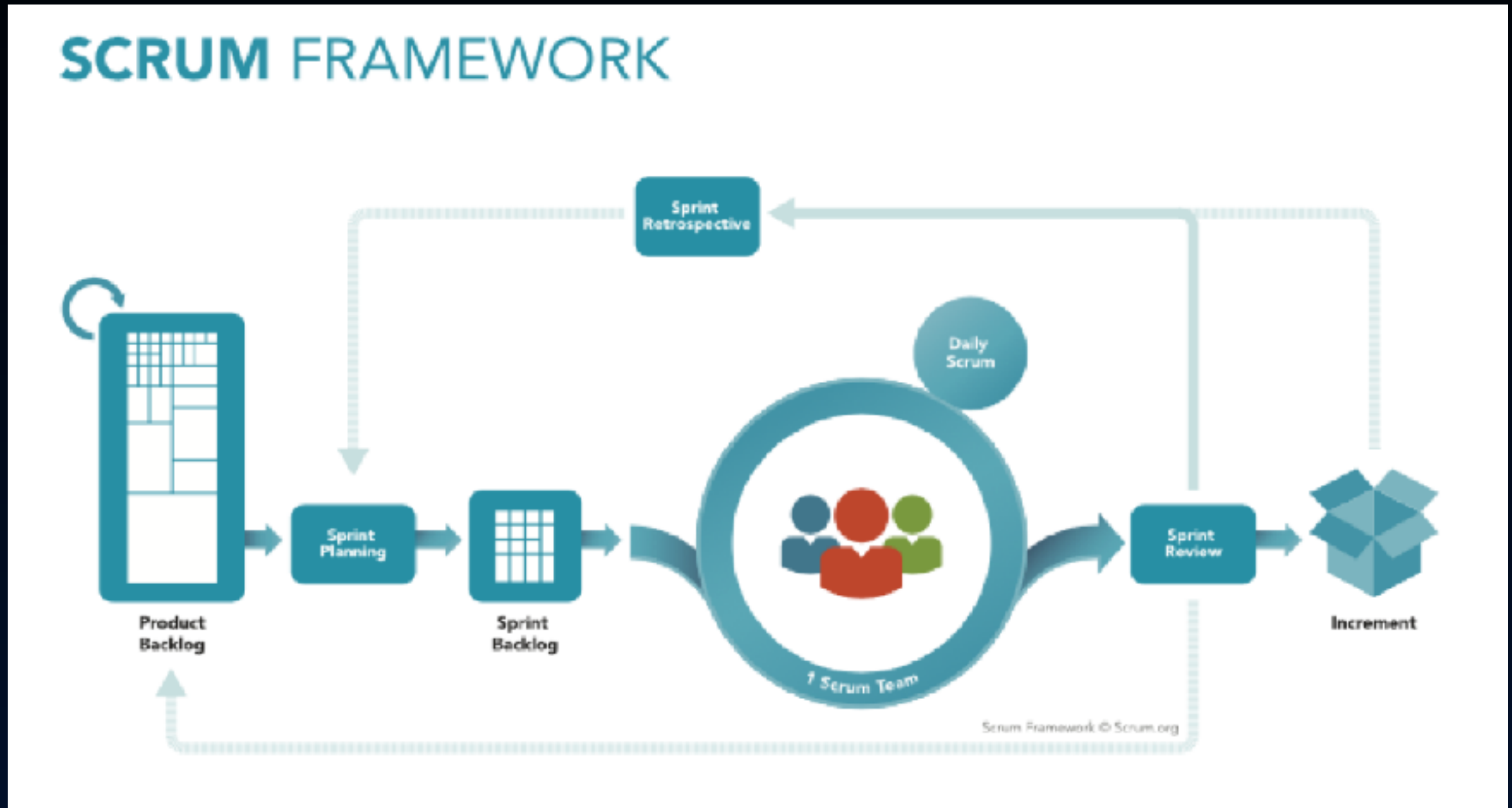
Small steps to success

1. *Weekly Build Sprint*

2. *Weekly Playtesting*

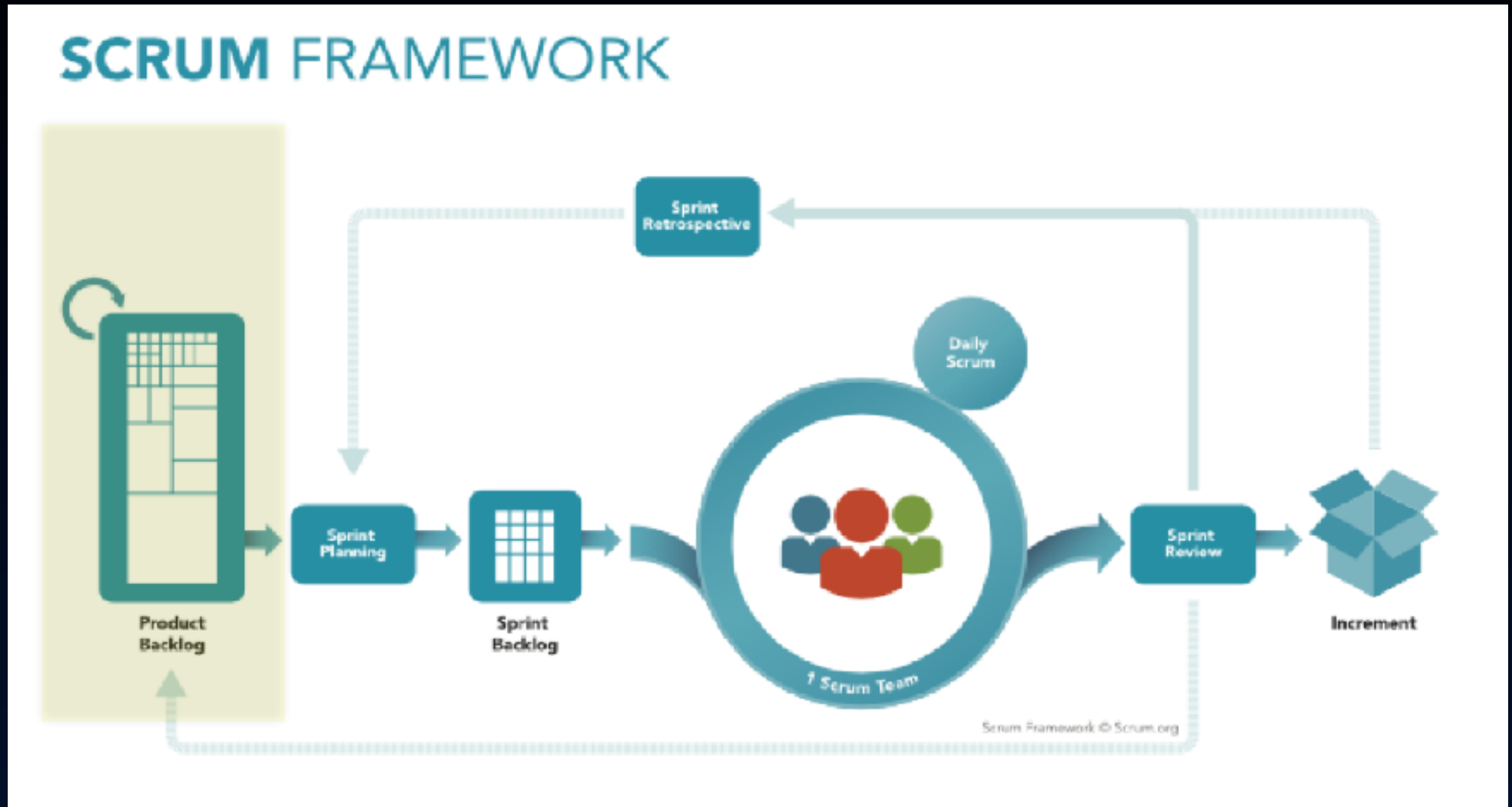
**The Scrum Development Process introduces
concept of sprints.**

Building Final Project



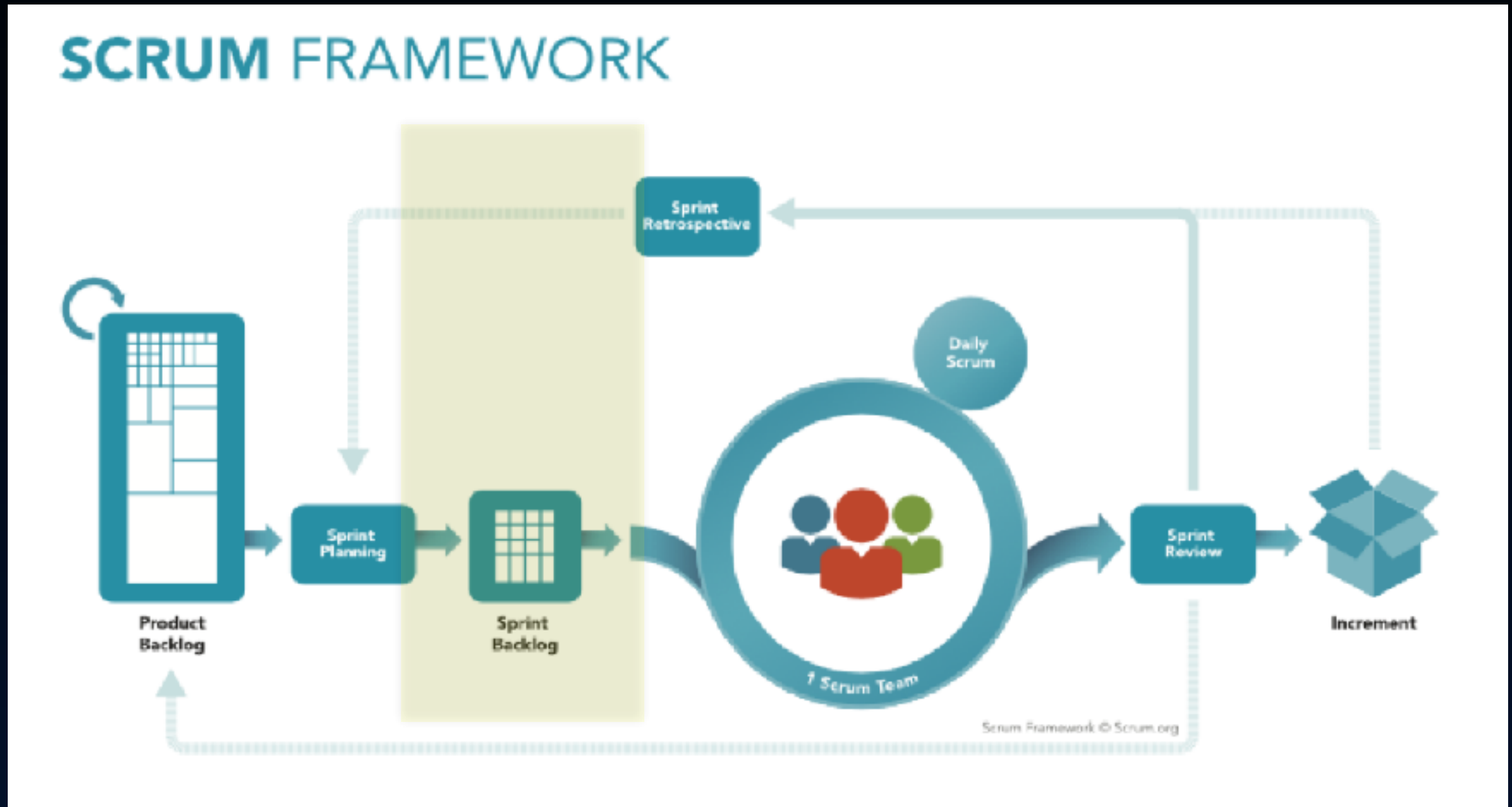
<https://www.scrum.org/resources/what-is-a-sprint-in-scrum>

Building Final Project



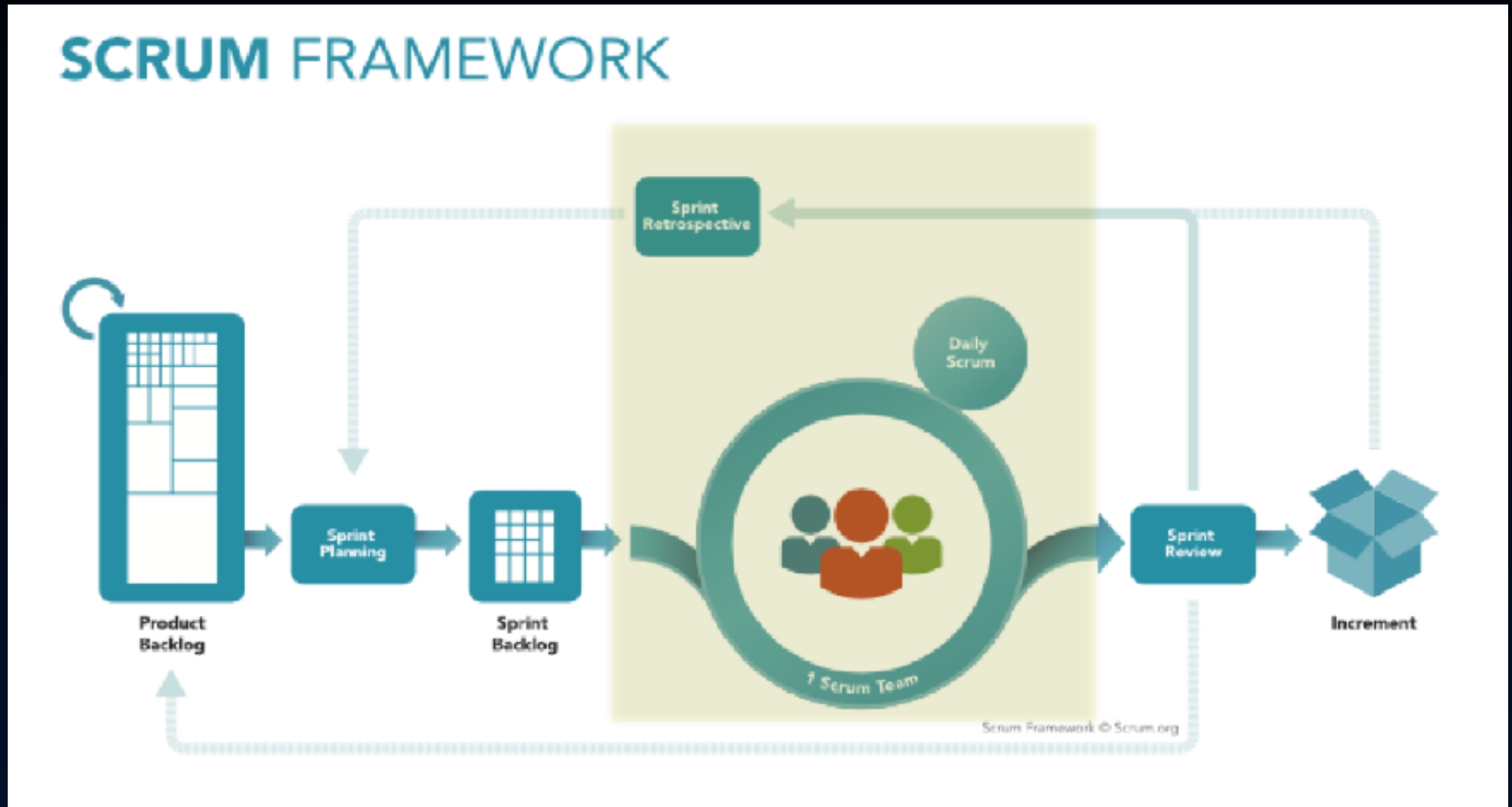
Product backlog: list of tasks needed to reach release version of game.

Building Final Project



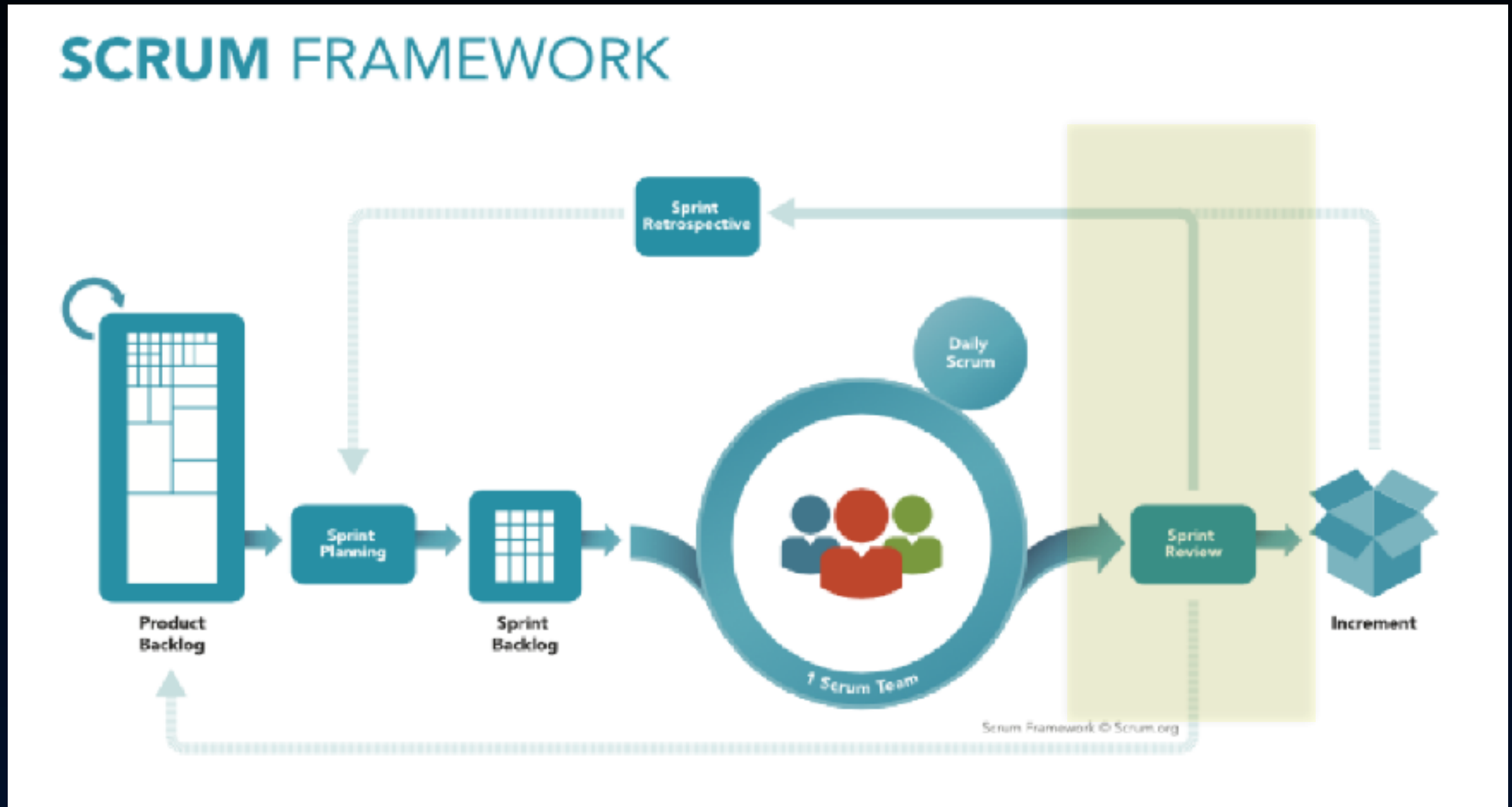
Sprint backlog: list of tasks planned for current sprint.

Building Final Project



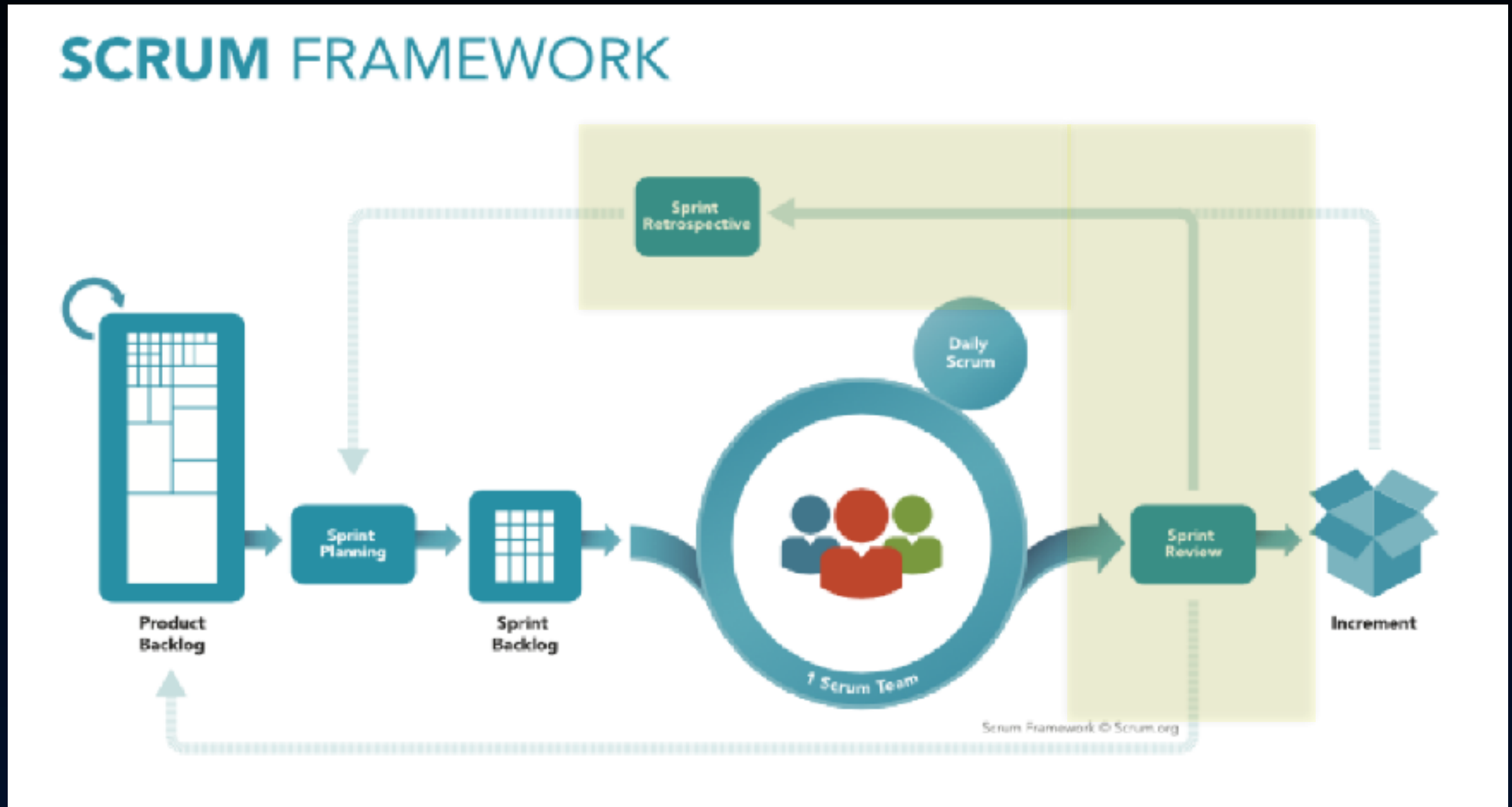
Daily scrum: daily team meeting to discuss impediments and progress

Building Final Project



Sprint review: opportunity for play testing

Building Final Project



Sprint review: opportunity for play testing

Sprint retrospective: playtesting feedback to next sprint

What to Do Next

- **Reading + Watching + Doing**
 - Read “*What is a Sprint in Scrum?*” found at <https://www.scrum.org/resources/what-is-a-sprint-in-scrum>
- **Homework**
 - **Assignment 15: Rough Prototype**
 - **Discussion 6: Approaches to Game Design**
 - Homework due to Canvas by **11:59pm Thurs 12/6**
- **Canvas Site**
 - All materials available there
 - ***canvas.santarosa.edu/courses/33387***