

DO OR DON'T

Jak nie zakopać się w GameDevie





Jakub Piotr

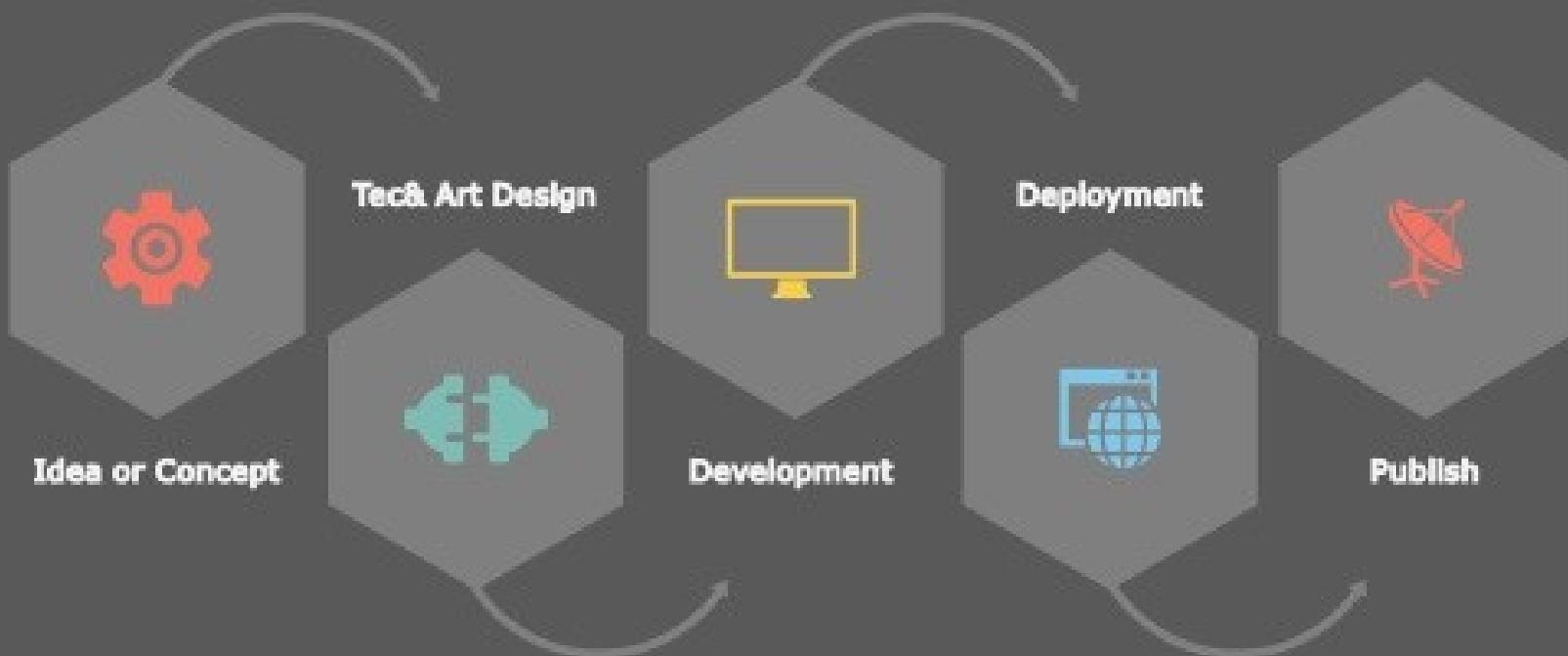
Koło naukowe .Net
Leader sekcji GameDev
Wydział Elektryczny PP

A close-up portrait of a bald man with a serious expression. He is wearing dark sunglasses and a textured, light-colored leather jacket. His hands are clasped behind his head, showing his muscular arms. The background is dark and out of focus.

So, you want to be a
game developer?

Game Development Life Cycle

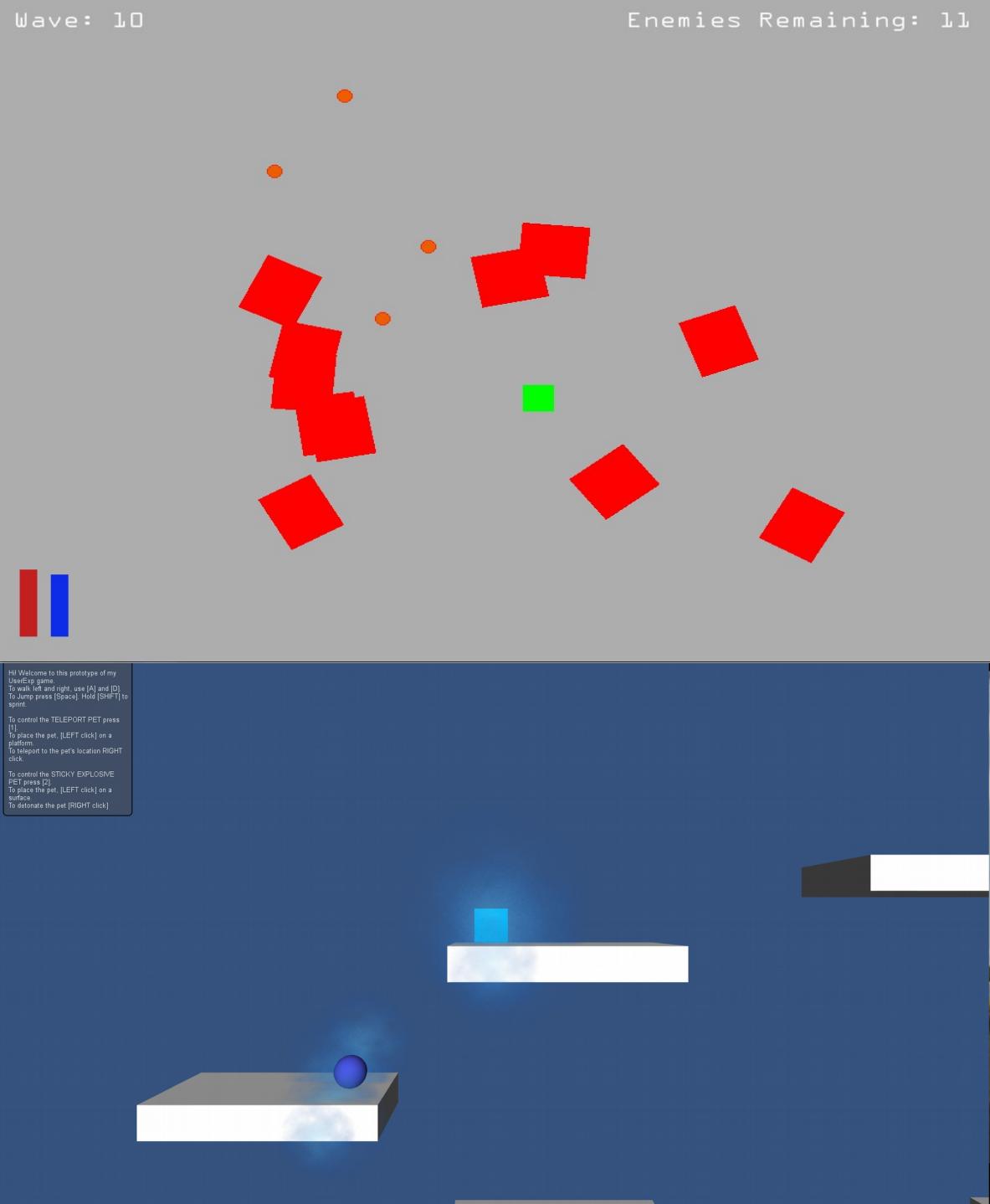
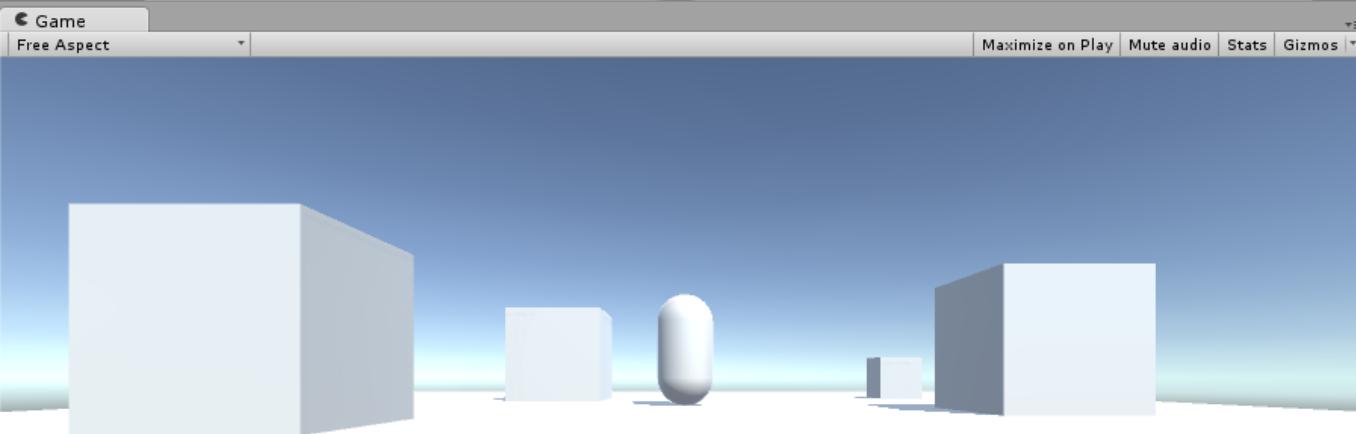
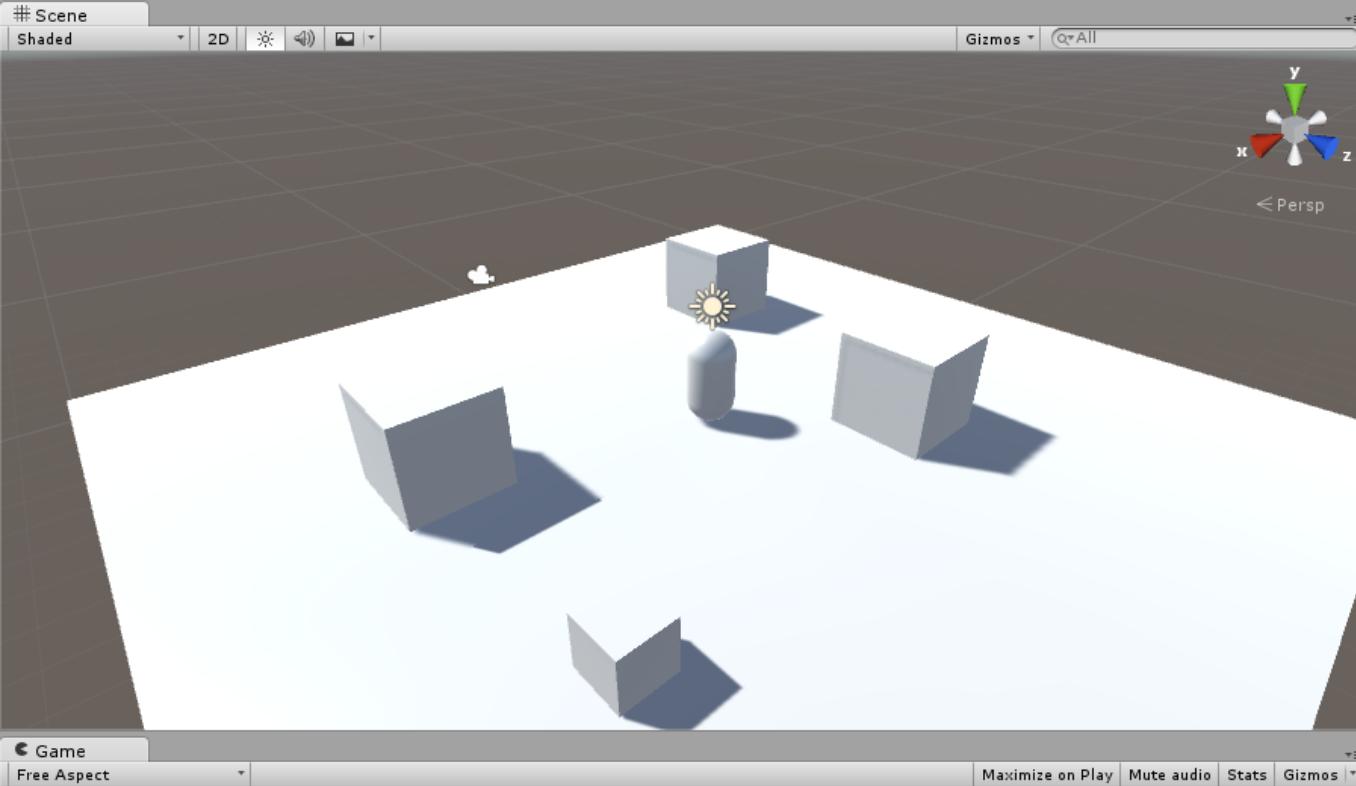
The Stages of Game Project Management



Game Architecture and
Programming

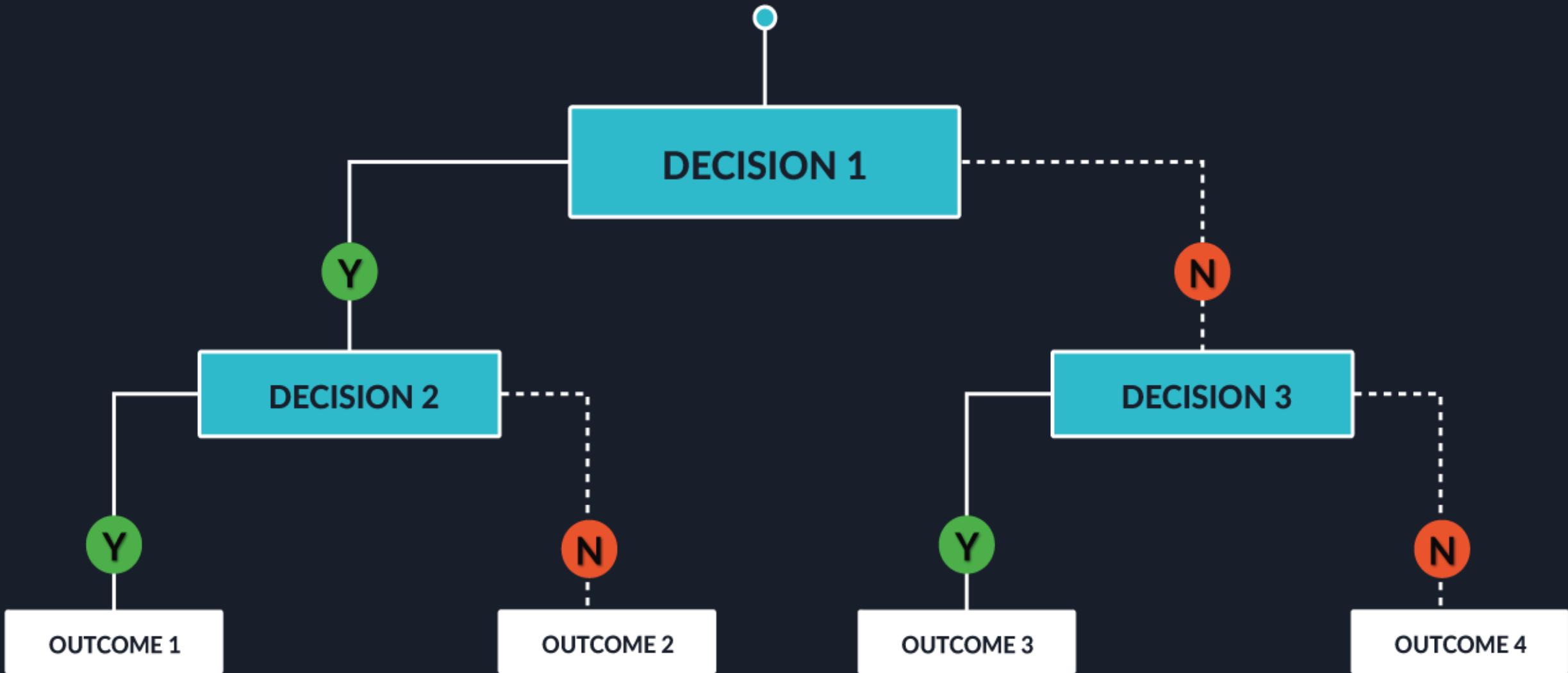
St. Vincent Pallotti College of Engineering
and Technology





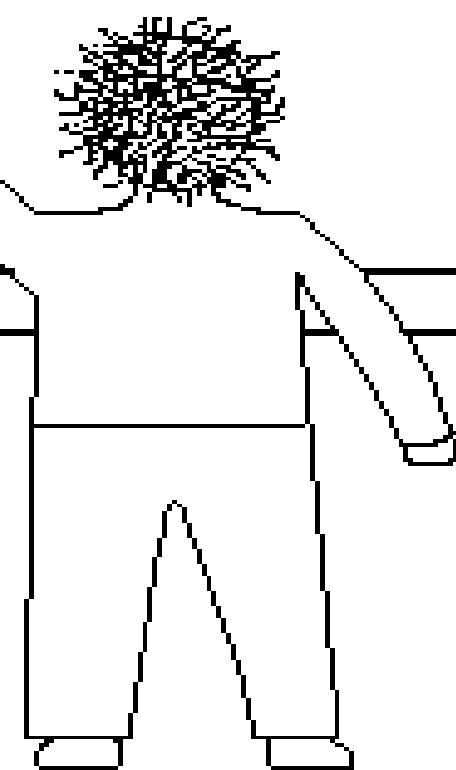
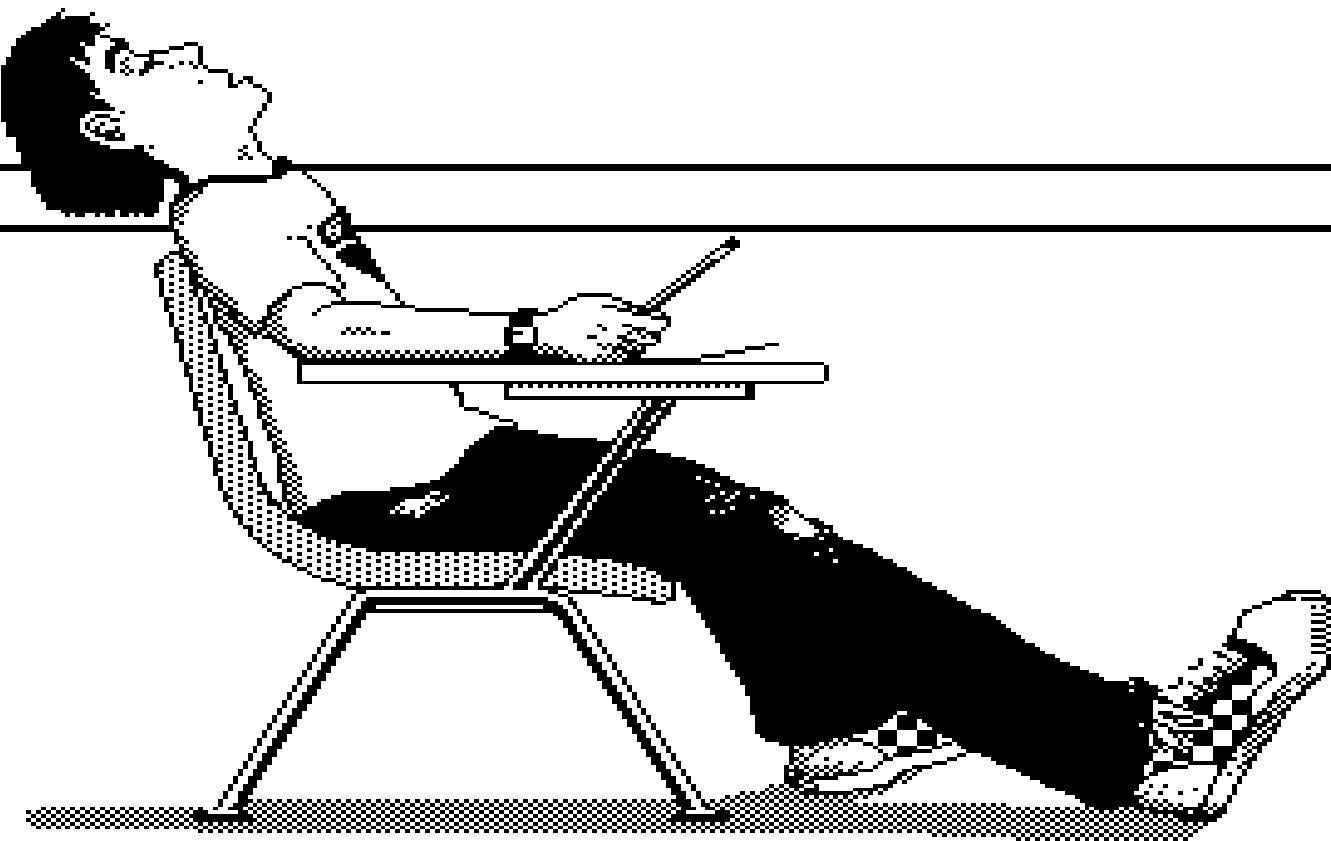


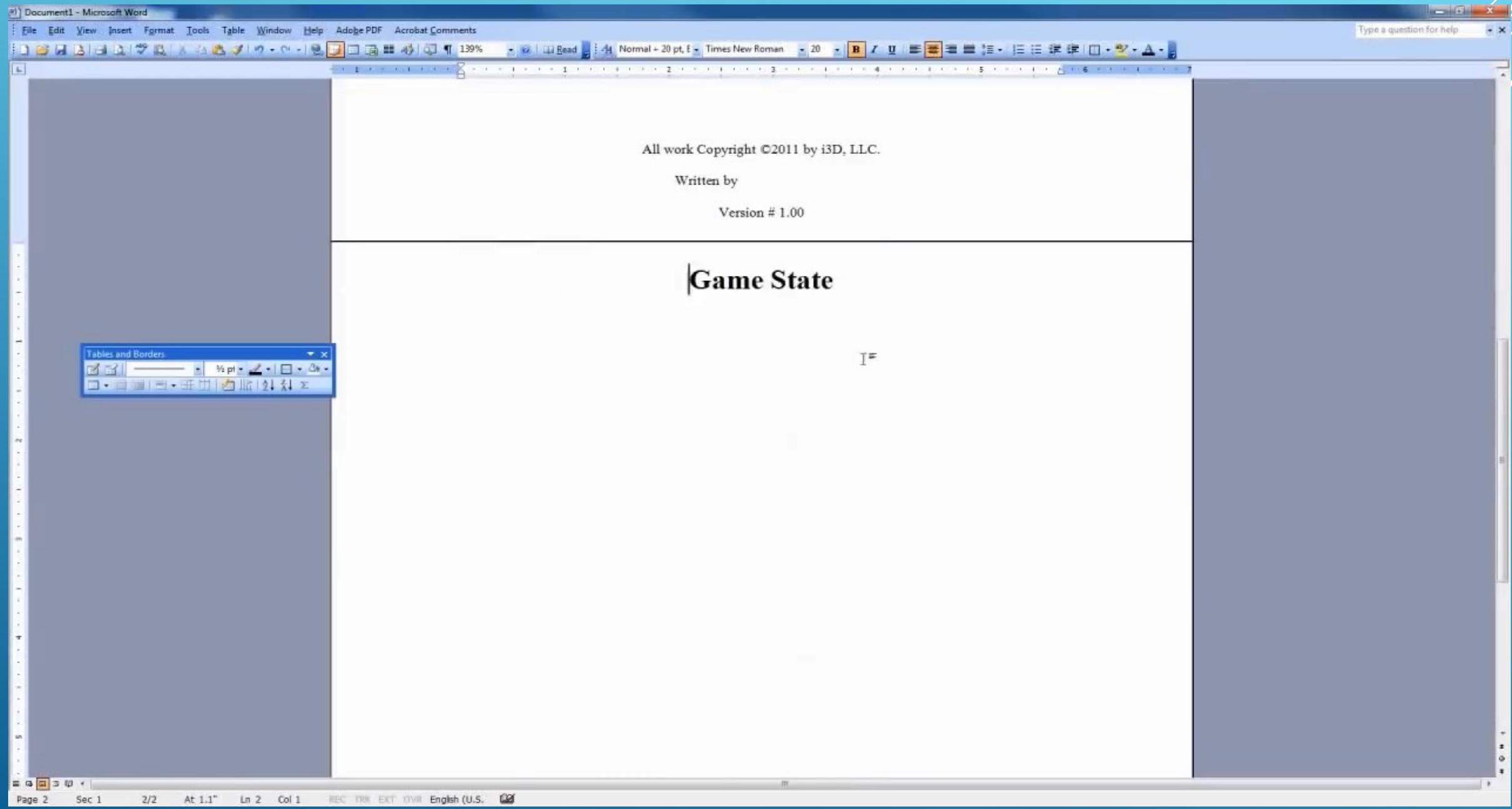
DECISION TREE



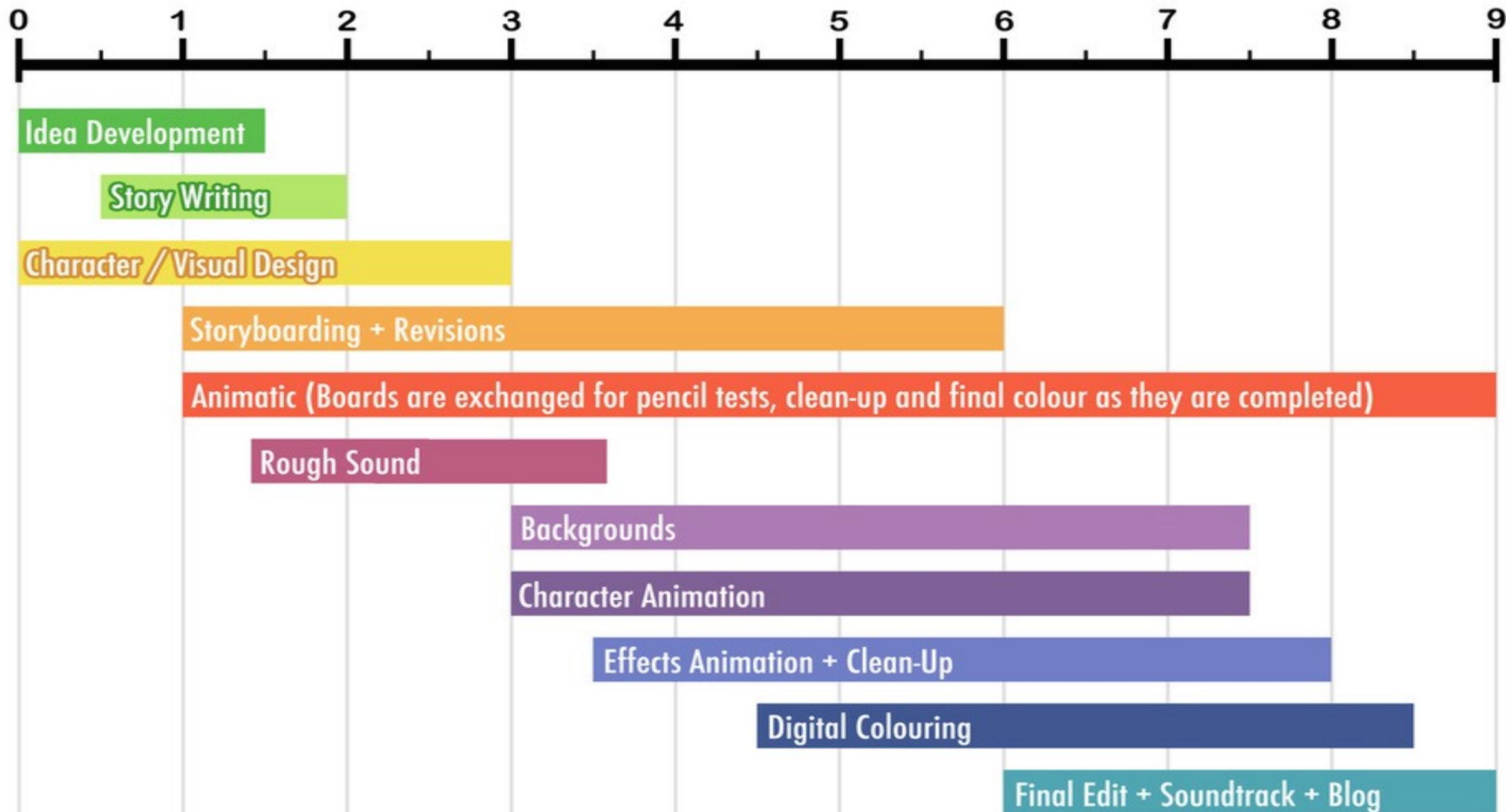
2 + 2 =

$$(\sqrt[3]{27} + (\sin \Theta)^2 + (\cos \Theta)^2) \\ * \int_0^{\pi} \cos \Theta \, d\Theta =$$





Schedule - (9 Month Production)

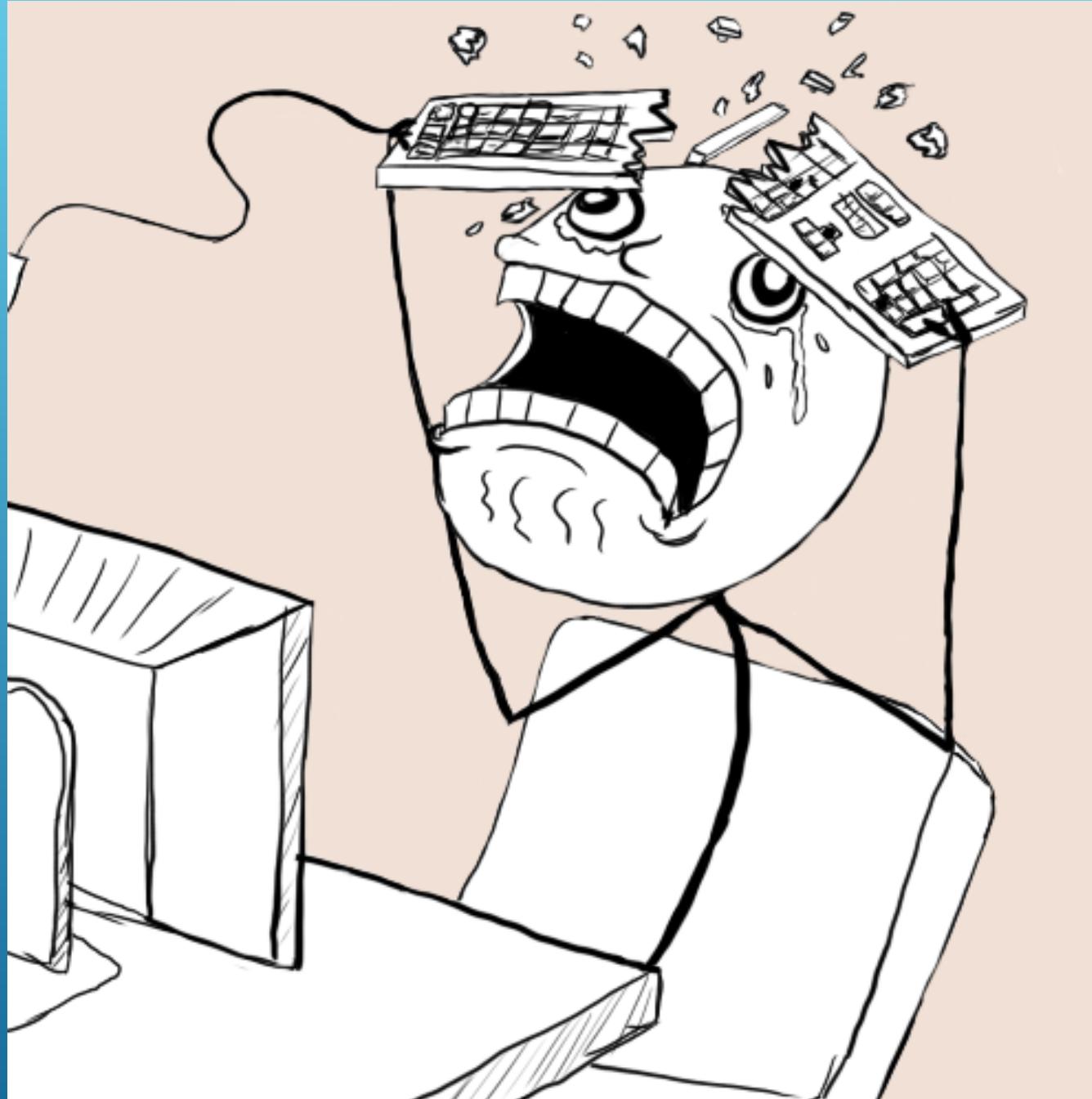


Being a Game Developer

how i thought it would be

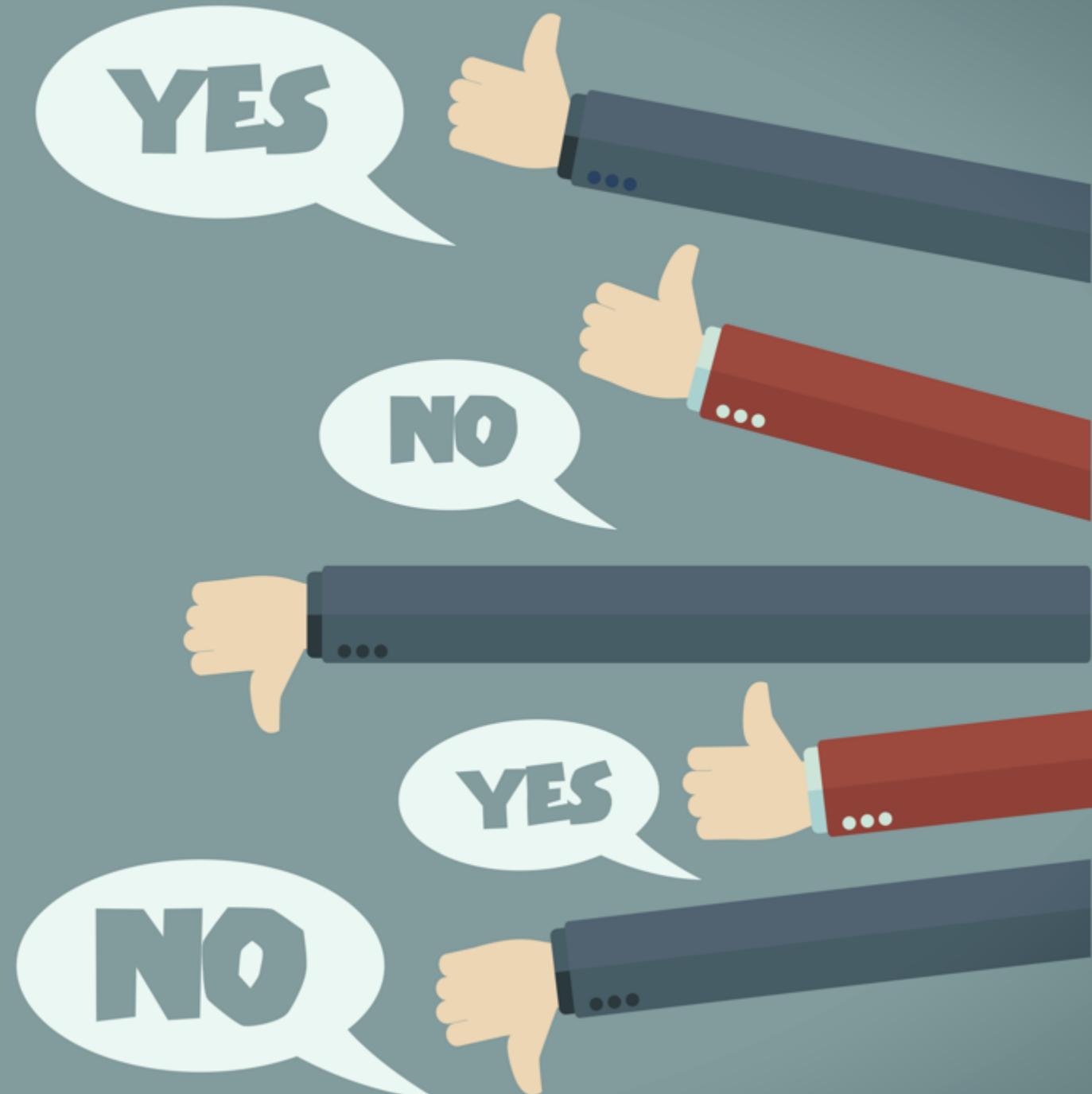


how it usually is



„Resistance outwits the amateur with one oldest trick in the book:
It uses his own enthusiasm against him.”

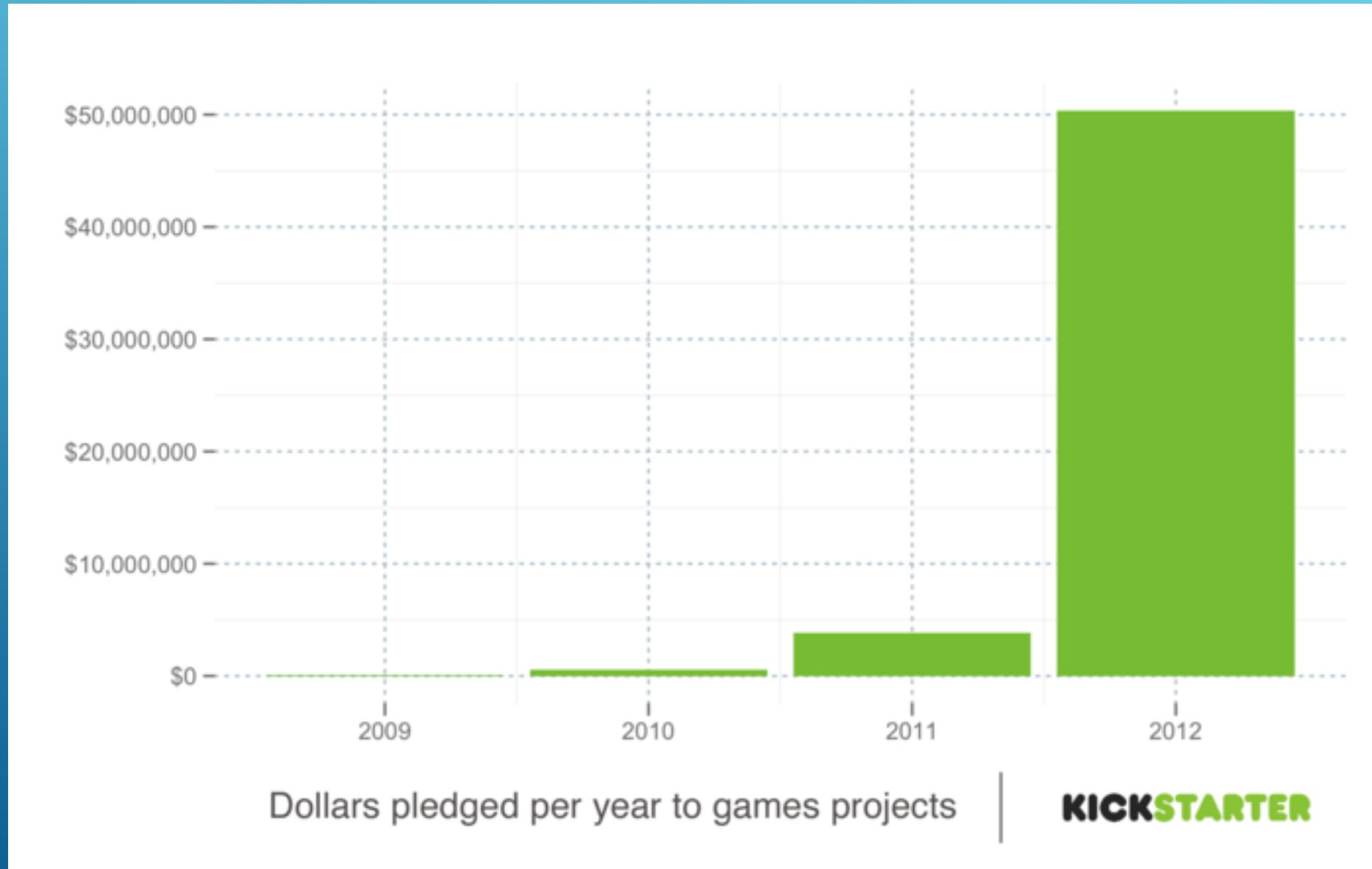
Steven Pressfield, *The War of Art*

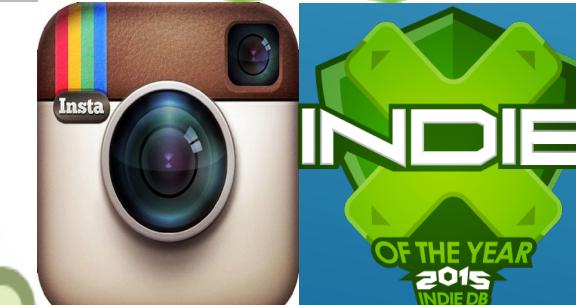
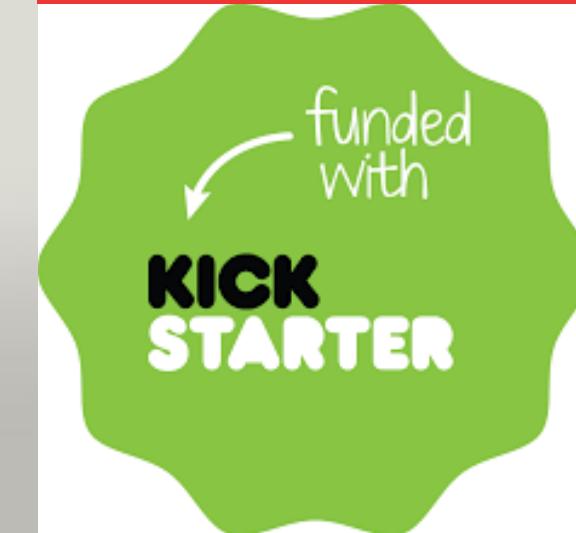


"We've been learning that players in general want a game that rewards them for thinking, and doesn't penalize them with meaningless randomness. We've been learning that players embrace a challenge and don't mind failing as long as the failure seems fair."

— Raphael van Lierop, founder and game director at The Long Dark studio Hinterland.

„You're just a fish in a big, big ocean.”







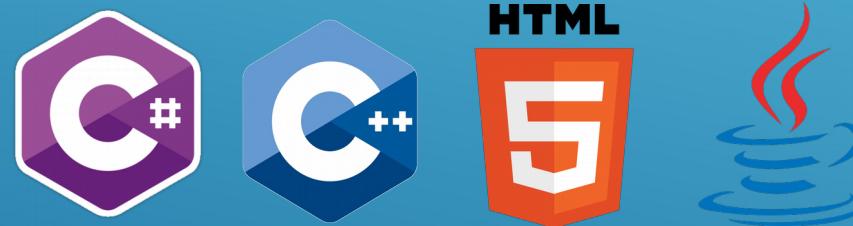
„Copyrights can protect artwork in a game, or the
Specific code behind a game, but game mechanics
Themselves cannot be protected.”

Odwieczne pytania bez odpowiedzi...

Jakie IDE, edytor?



Jaki język programowania wybrać?



Jaki edytor/silnik wybrać?



Przydatne strony:

The **GDCVault's free section** (Video) - <http://www.gdcvault.com/free>

Pixel Prospector - <http://www.pixelprospector.com/>

Marketing od A do Z.

Three Hundred Mechanics - <http://www.squidi.net/three/>

Sean Howard, zaprojektował i napisał 300 konceptów gier. Dokumentacja, algorytmy wszystko do waszej dyspozycji.

Game Programming Patterns - <http://gameprogrammingpatterns.com/contents.html>

Darmowa książka opisująca proces tworzenia gier.

Ctrlpaint.com (Video) - DIGITAL ART

Oferuje ponad 200 darmowych kilku minutowych filmów za darmo.

2d Game Art Guru - <http://www.2dgameartguru.com/>

Chris Hildenbrand, senior game artist z ponad 20 letnim doświadczeniem. PRO

Seven Camels - <http://sevencamels.blogspot.fr/>

Blog o story tellingu. Autor pracował nad Disney'owskim Frozen, Roszpunką i Tarzanem.



Dziękuje za uwagę

Jakub Piotr

Koło naukowe .Net
Leader sekcji GameDev
Wydział Elektryczny PP