

# DO OR DON'T

Jak nie zakopać się w GameDevie





# Jakub Piotr

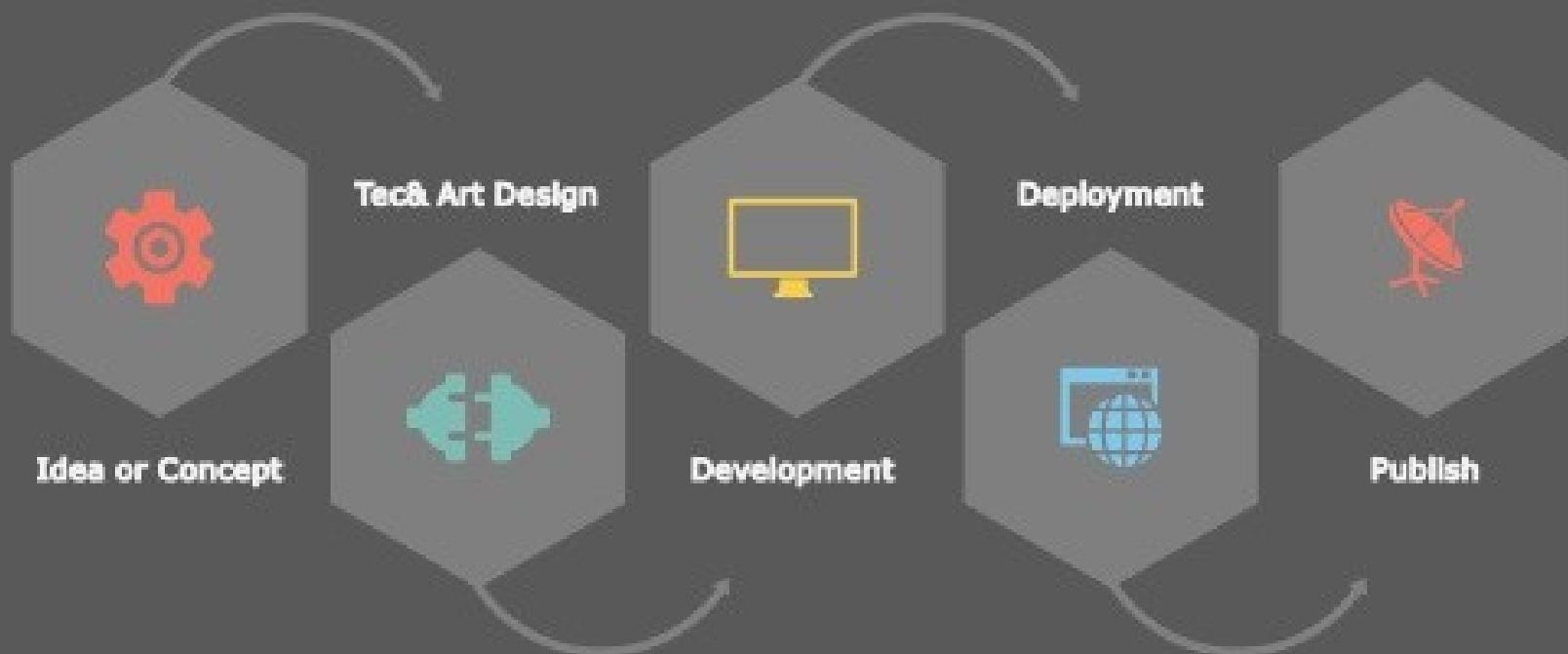
Koło naukowe .Net  
Leader sekcji GameDev  
Wydział Elektryczny PP

A close-up photograph 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.

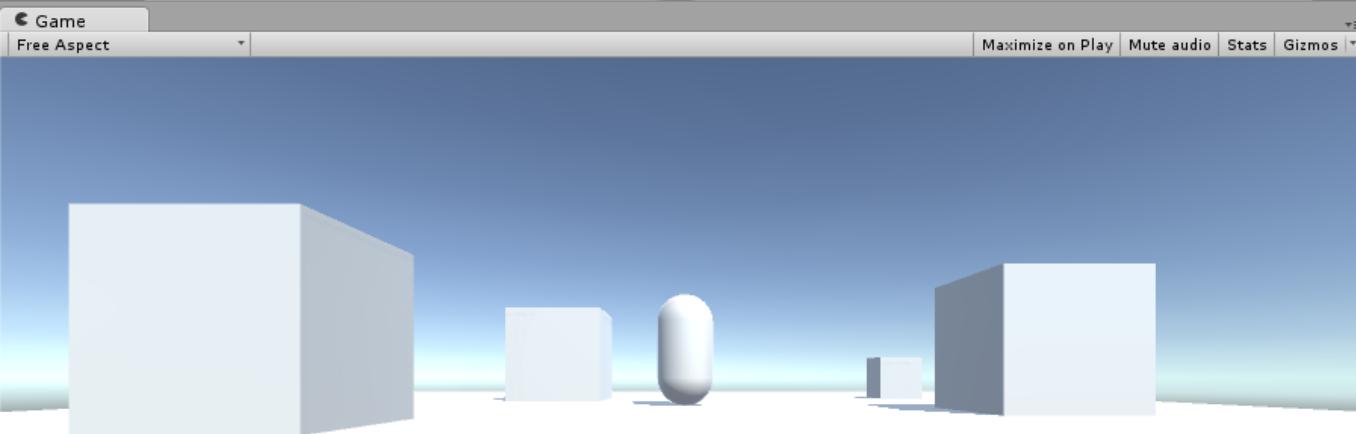
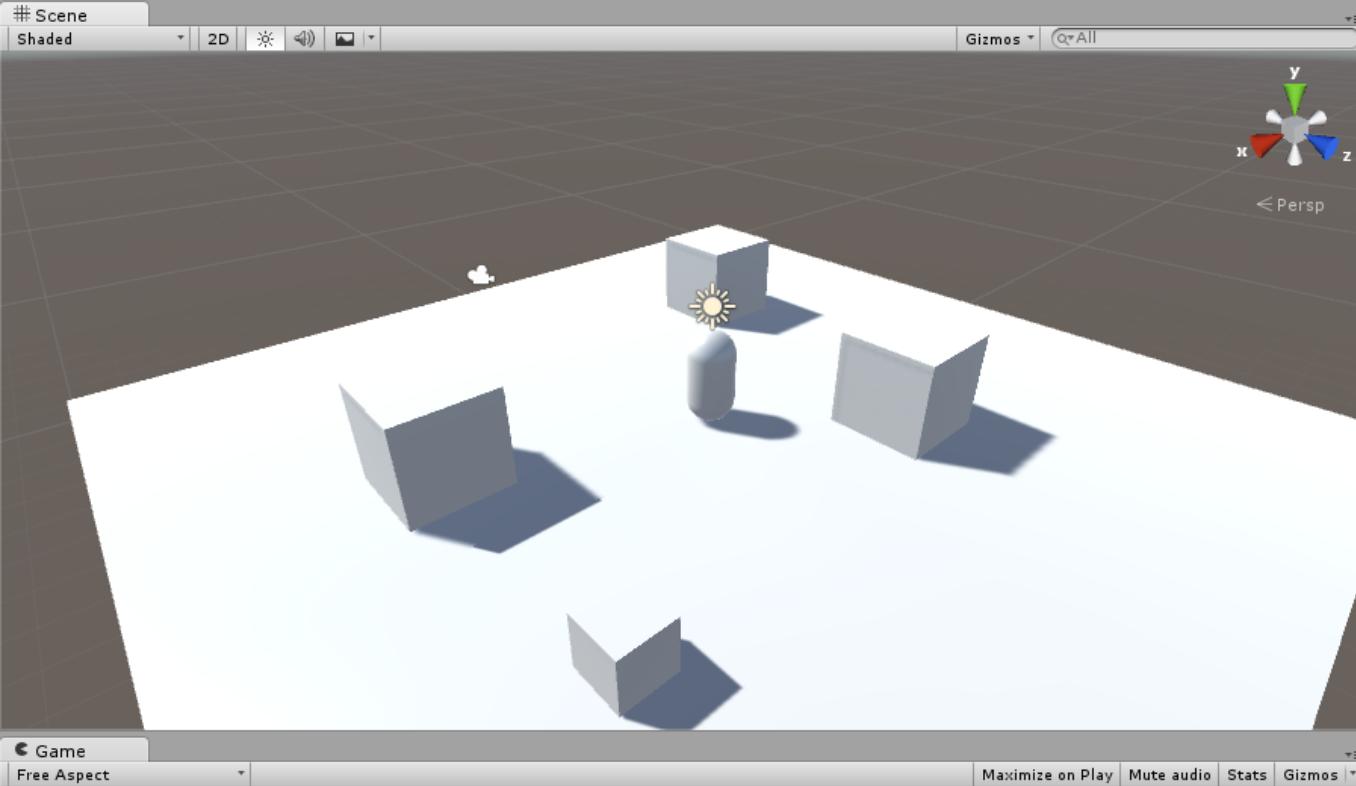
So, you want to be a  
game developer?

# Game Development Life Cycle

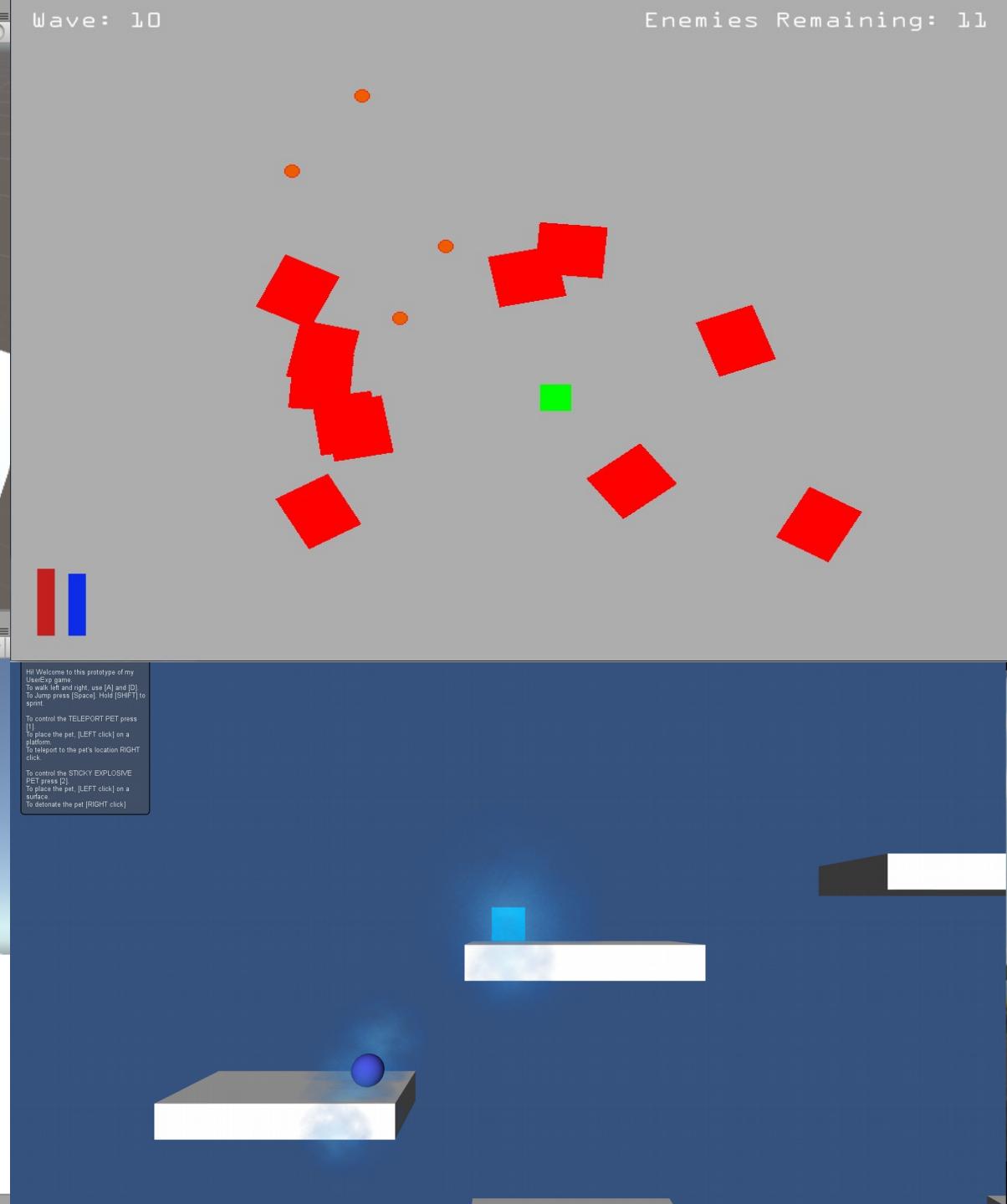
The Stages of Game Project Management





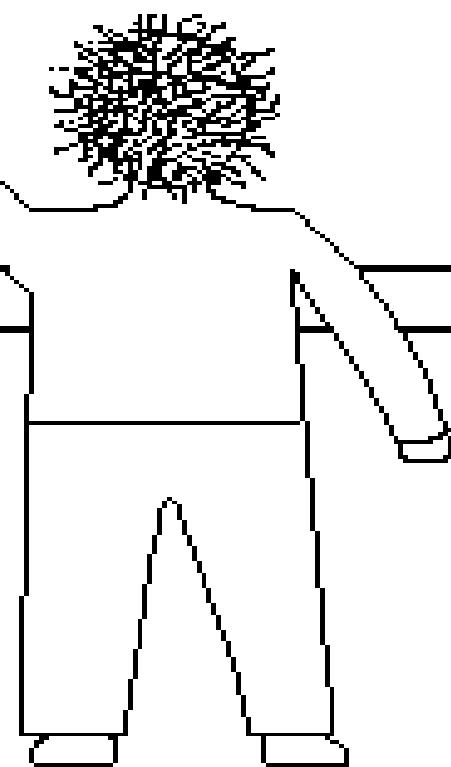
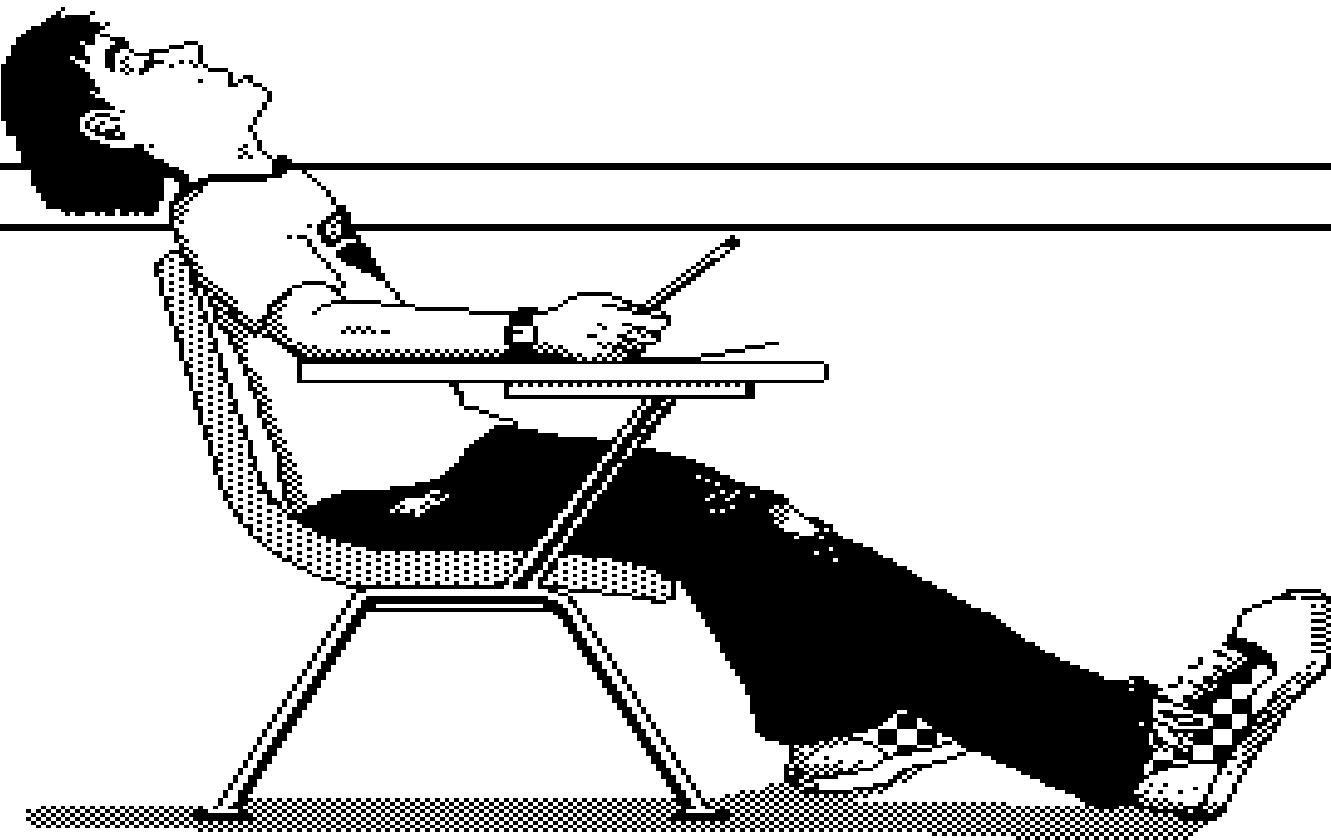


Hi Welcome to this prototype of my  
Useful game.  
To walk left and right, use [A] and [D].  
To jump press [Space], Hold [SHIFT] to  
sprint.  
To control the TELEPORT PET press  
[1].  
To place the pet, [LEFT click] on a  
platform.  
To teleport to the pet's location [RIGHT  
click].  
To control the STICKY EXPLOSIVE  
PET press [2].  
To place the pet, [LEFT click] on a  
surface.  
To detonate the pet [RIGHT click].



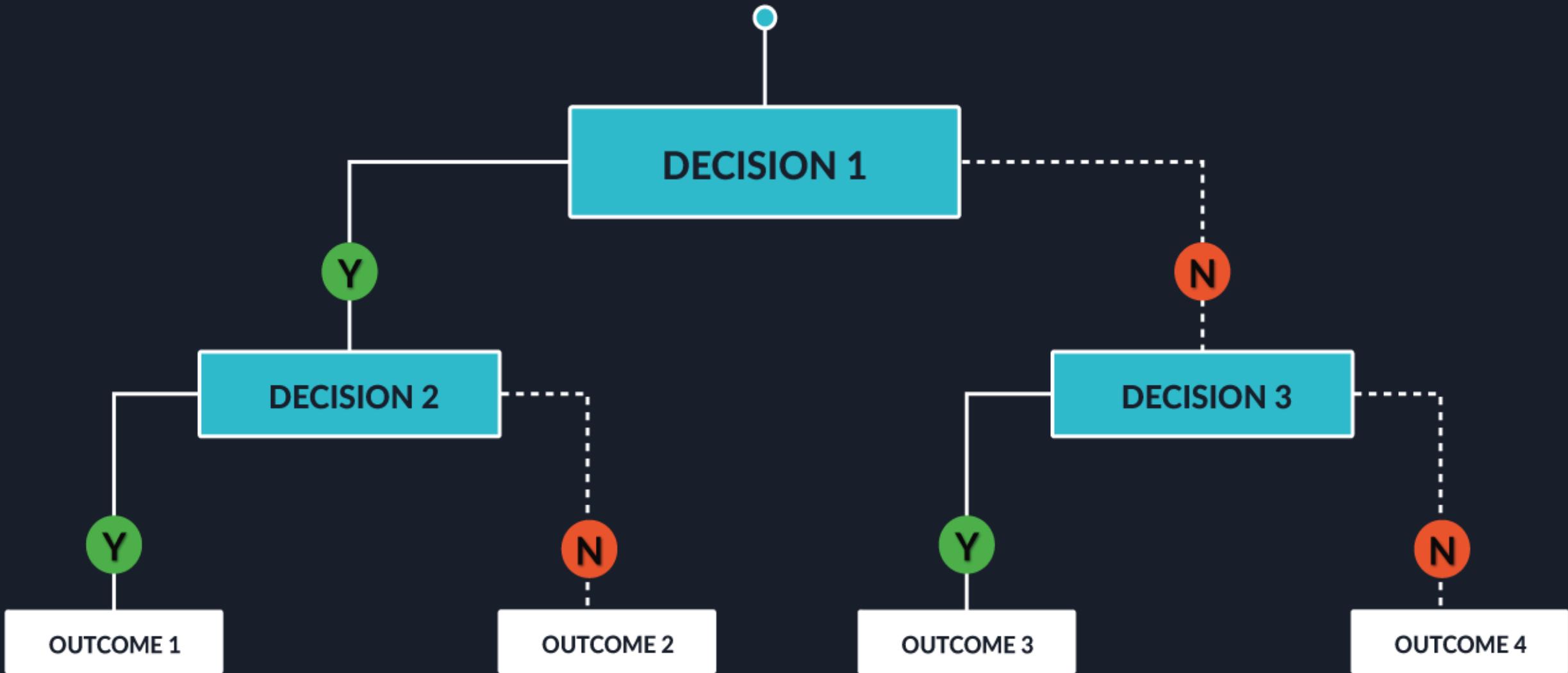
**2 + 2 =**

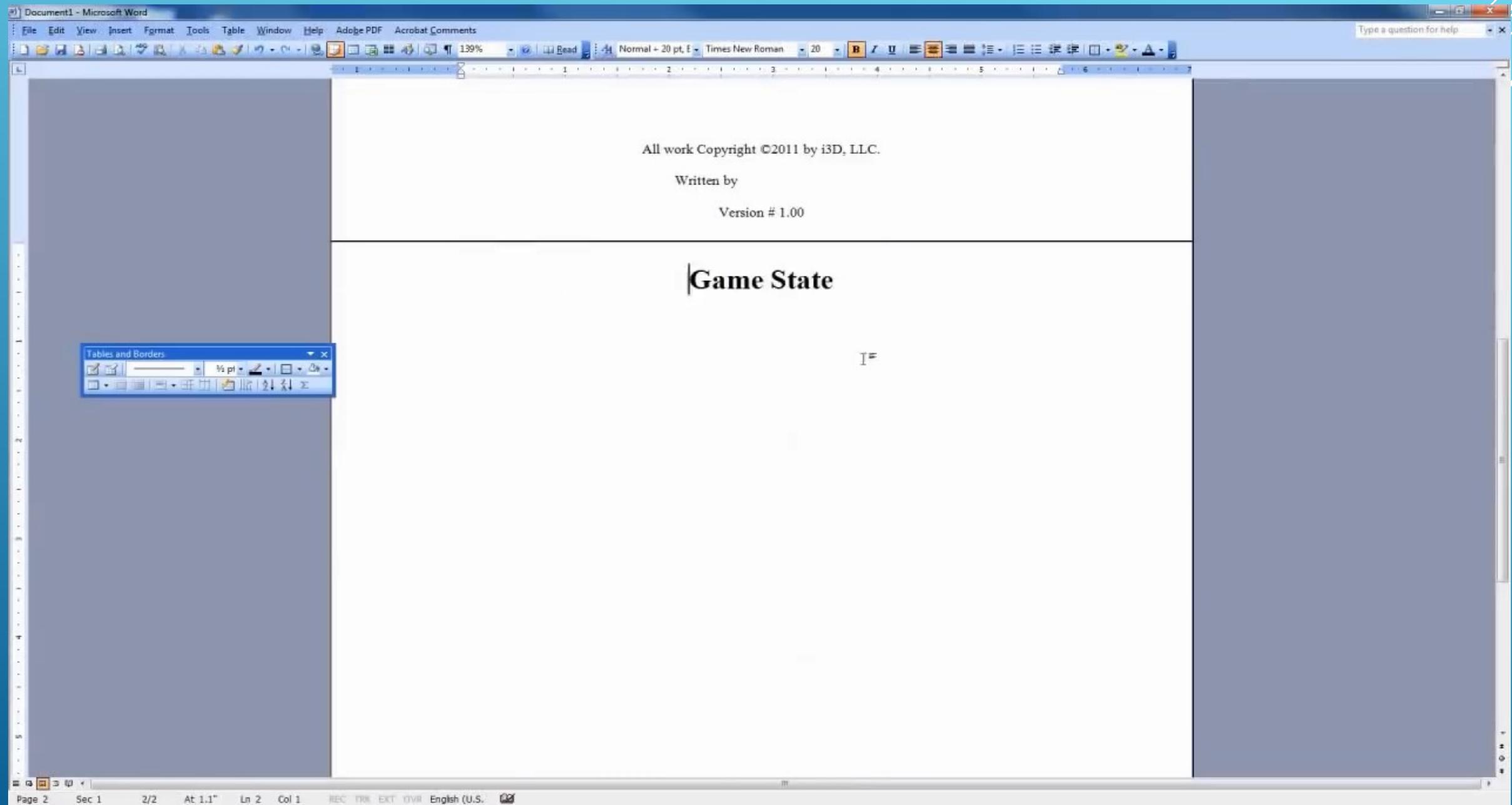
$$(\sqrt[3]{27} + (\sin \Theta)^2 + (\cos \Theta)^2) \\ * \int_0^{\pi} \cos \Theta \, d\Theta =$$



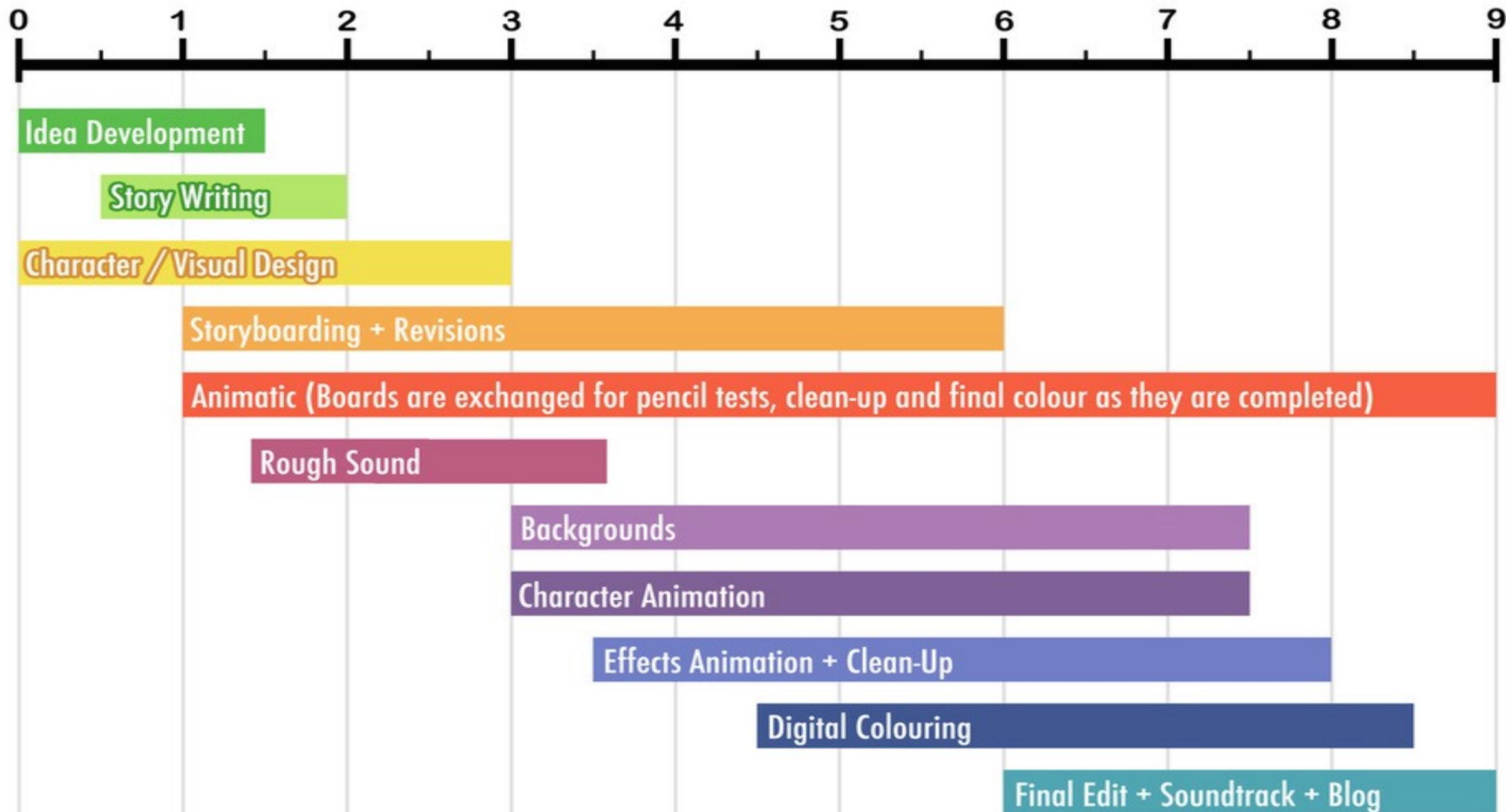


# DECISION TREE





# Schedule - (9 Month Production)

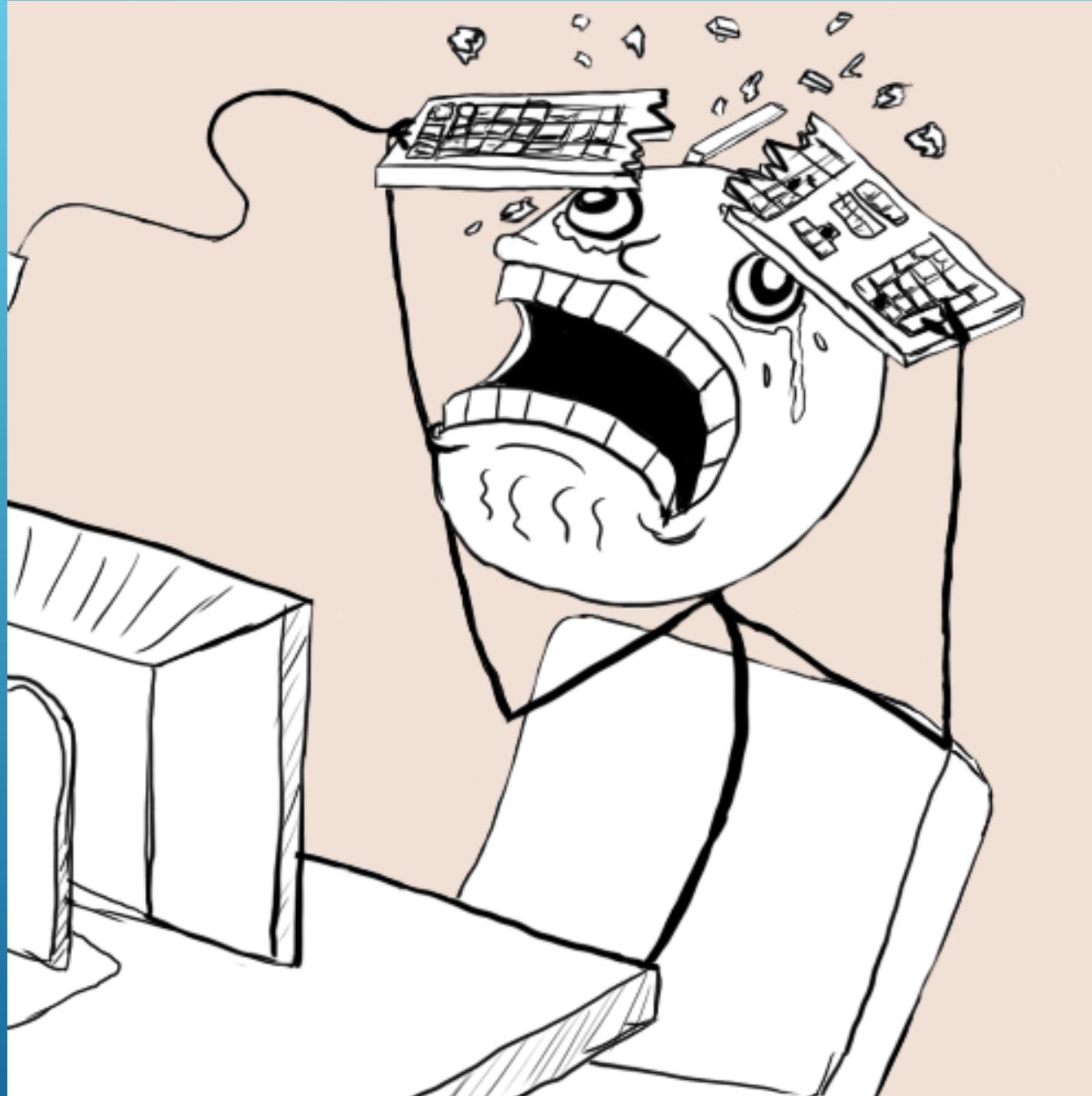


# Being a Game Developer

how i thought it would be

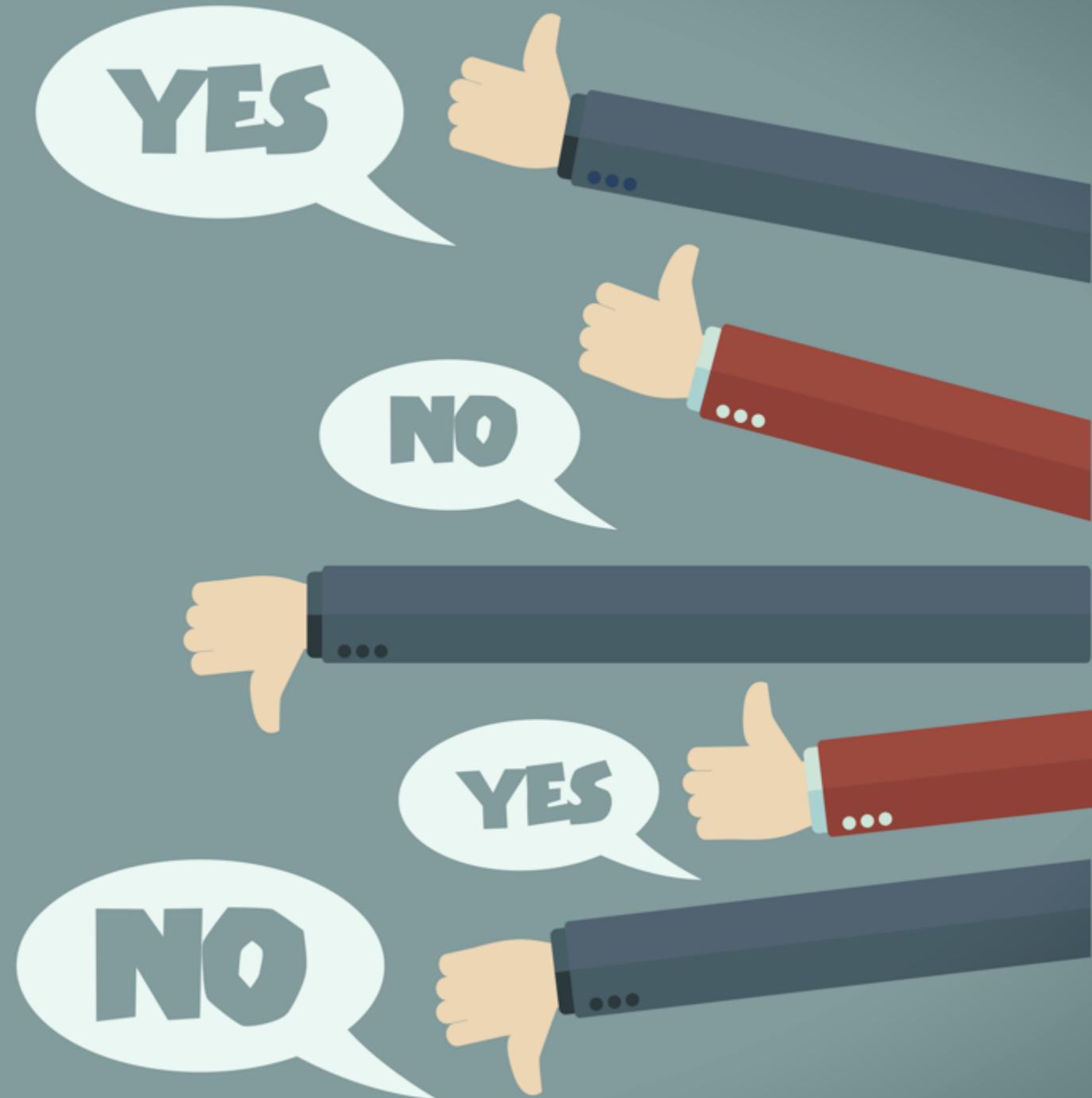


how it usually is



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

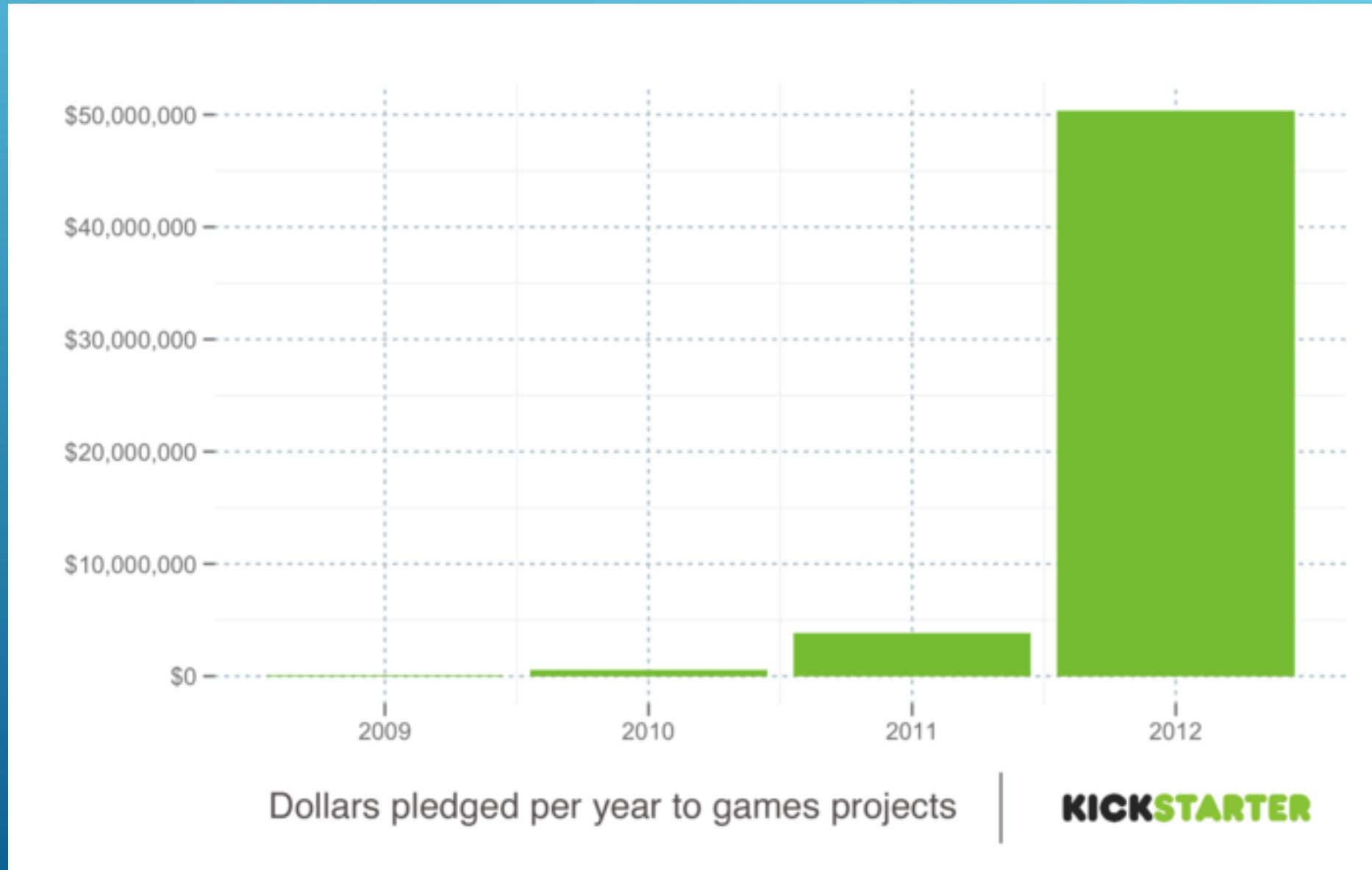
Steven Pressfield, *The War of Art*

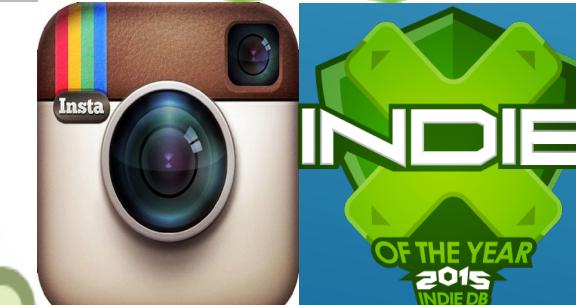
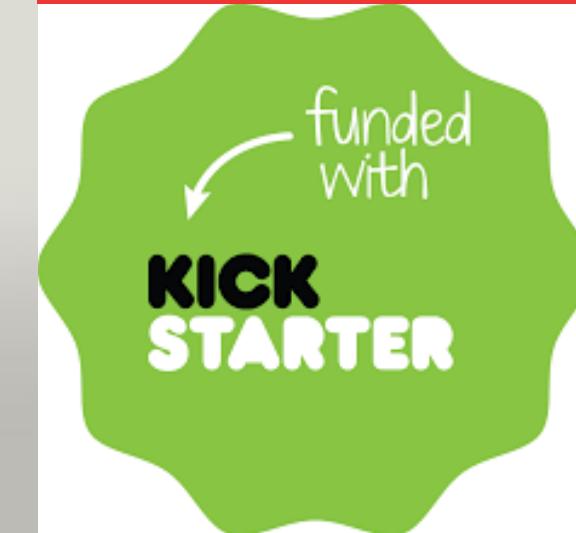


**"We've been learning that players in general want a game that rewards them for thinking, and doesn't penalize them with meaningless randomness. .... We've been learning that players embrace a challenge and don't mind failing as long as the failure seems fair."**

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

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







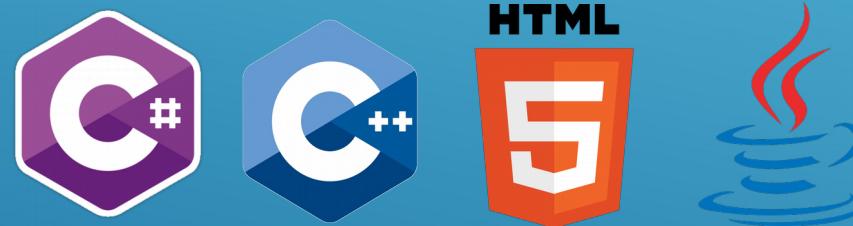
„Copyrights can protect artwork in a game, or the  
Specific code behind a game, but game mechanics  
Themselves cannot be protected.”

# 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

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