

CUTSCENE MANAGER

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Some brief explanation
about cutscenes

History

How cutscenes started
being used



Selected approach and problems

How I planned the
coding and what
problems I had

Coding

Coding TODO



Introduction

Three types of cutscenes:

- In-engine
- Pre-Rendered
- Live-Action

History

The Sumerian Game

1966

Space Invaders Part 2

1979

Bega's Battle

1983

Maniac Mansion

1987



03

Selected approach





CONCLUSION AND POSSIBLE IMPROVEMENTS



Any questions?



Thank you
for your
attention

