The philosophy behind Food Fight

When designing and putting together this game, I had several motives:

1. Build a sturdy game foundation that can be reused (in some form or another) in future GCS games for years to come.
2. Teach & expose Unreal Engine to those that are interested.
3. Teach & expose 3D modelling & Maya to those that are interested.

Elaboration on point 1):

When working on several GCS projects in the past and seeing others work on their projects, I realized that for more than half of a semester we spend a lot of time working on backend, core gameplay features. In this hurry, we forget to include necessary features (i.e. loading screens, control menus, sound, a way to quit the game) until the week of release.

In all honesty, I’m sick and tired of rewriting the same back end for all my projects. Effectively, my save system is the same one I wrote in my first game back in High School, but I wrote it from scratch. My basically operates the same way as the character in BLADE, which operated very similar to the one I made in many of my own projects. My menu operates the same way as the menus in Fantastical Delights.

No more. No more rewriting from scratch. No more programming AI from nothing. Just reuse all the needed information from Food Fight. I don’t have time for that and neither do you. Take the core systems and modify them to your needs.

Using the infrastructure made in Food Fight, we can create more ambitious games without needing to focus and tiny parts. This will save you months of work and let you make the things that matter.

Elaboration on point 2):

Unreal Engine is very powerful. It’s graphics capabilities out of the box are pretty decent and it doesn’t require an IDE to use (so long as you aren’t on Mac). For those starting games development, it’s very easy to pick up. It’s very intuitive. It’s drag and drop UI systems is trivial to understand and scripting with blueprints is very easy to pick up on. For those who are interested in art, it offers an easy way to remap animations to different rigs and meshes. It has easy Level of Detail setup. I can write for a while the list of features that are available at arm’s length in Unreal Engine.

People that know how to use this engine, especially artists, can make really impressive projects really quickly.

Elaboration on point 3):

3d modelling is a skill that can be used across different projects, industries, and types of games. You can make your own textures from 3D models, you can render your own gadget for a business presentation, you can laser etch and/or 3d print from your 3D models that you make in your program of choice. You can make a 3D character and animate from your imagination! It’s very cool.

Historically in GCS, we have done a lot of 2D/2.5D projects because the common knowledge wasn’t there for 3D modelling. Now it is. As Director of Development of GCS, I envision a future where people start making more 3D projects. The hardware is there for most computers to handle 3D graphics, now it’s time for us to catch up. An artist/designer with the 3d modelling background can easily make a large level in a short time (i.e. see first level of Food Fight, it took 3 hours to make from modelling to level layout).