

Mobile Game Development

Topic 00 : Module Overview and Introduction

Lecture 01 : Module Overview

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Outline

- Aim and motivation for this module
- Administration trivia — Contact hours, Assessment structure, ...
- Tools and resources
- Changes due to COVID

Motivation for this Module

Aim

The aim of the module is to provide students with an understanding of the main concepts and issues in the design and development of mobile games. Students are given the opportunity to acquire practical experience of the tools, technologies and platforms employed in the development of mobile games.

Outline

- Overview of mobile gaming devices: mobile gaming platforms and development environments, cross platforms game engines and native game development.
- Developing mobiles games: UI considerations, asset management and rendering for mobile devices, implementing gameplay mechanics, deploying games on mobile devices.
- Mobile gaming markets: mobile game market analysis, revenue generation and publishing games.

Module Delivery

Pre-/Post- COVID

- Two sessions in IT1.03: 3:15–17:15 Mon, 15:15-17:15 Wed.
- Game design and outline of implementation presented on white boards, development on iMacs or student's own laptops.

COVID (2021...)

- Moved from swift+xcode to lua+solar2D to allow for off campus delivery/study.
- We keep to same time slots, but I'm happy to move them around to suit the class as long as it does not clash with other commitments — *there has to be some advantage to being online.*
- Game design and outline of implementation will presented via video and slides, but aim to
 - use as much existing, external resources as possible.
 - use scheduled time as bug/issue fixing instead of traditional activities.

Learning Technologies

Moodle: moodle.wit.ie

- Launch point for module material.
- All assignments and module deliverables.
- Will copy-post from slack important message here.

Website: kmurphy.bitbucket.io/modules

- Location of module content.
- Links to deliverables.

Slack: mobilegamedev-kbg1303.slack.com

- Used for instant messaging, one-on-one sessions, etc.

Assessment Structure (Draft)

Participation, 20%

- 1 Implementing code that is given in sessions.

Deliverables 80%

- 1 Lua programming problems (Hackerrank.com)
- 2 Sequence of implemented/developed games:
- 3 Grade based on:
 - Completed development walkthrough.
 - Quality and difficulty of extensions.
 - Design/programming quality.