

# Building a Game

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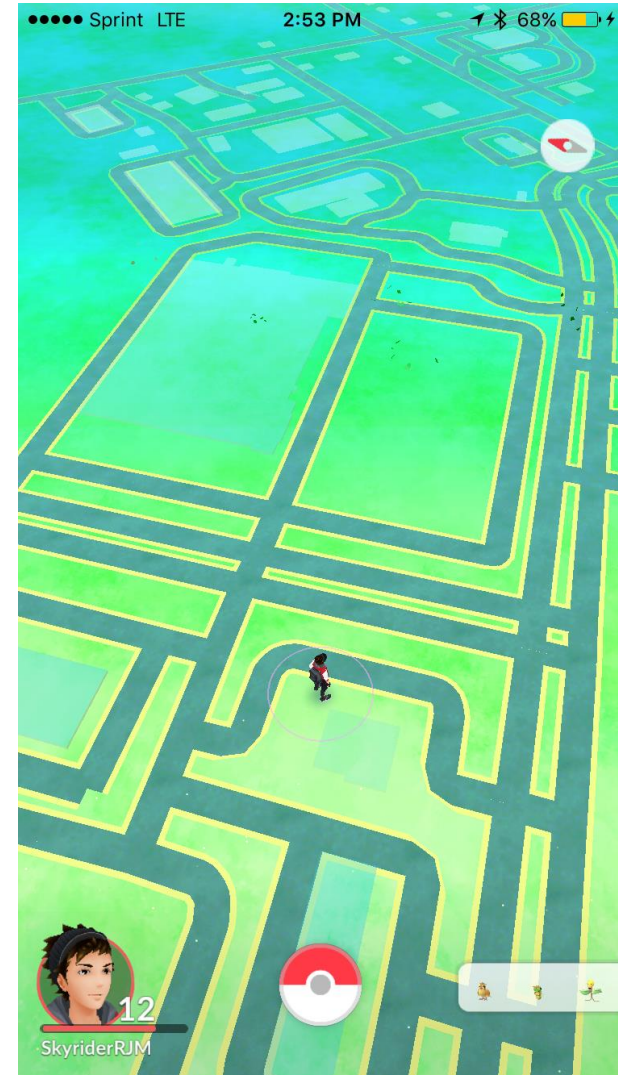
# Aims

- To learn about:
  - Game development
  - Life cycle of a game
  - Game design patterns
  - Unity and C#
  - Android life cycle



# The Game

- User can use their real world movements to interact with the game.
- RPG that allows the user to create a warrior, mage or hunter
- Battle AI enemies
- Group with other players
- Boss battles



# Background Topics

- OpenStreetMap – provides the data needed to create the map
- Unity and C#
- Client – Server model

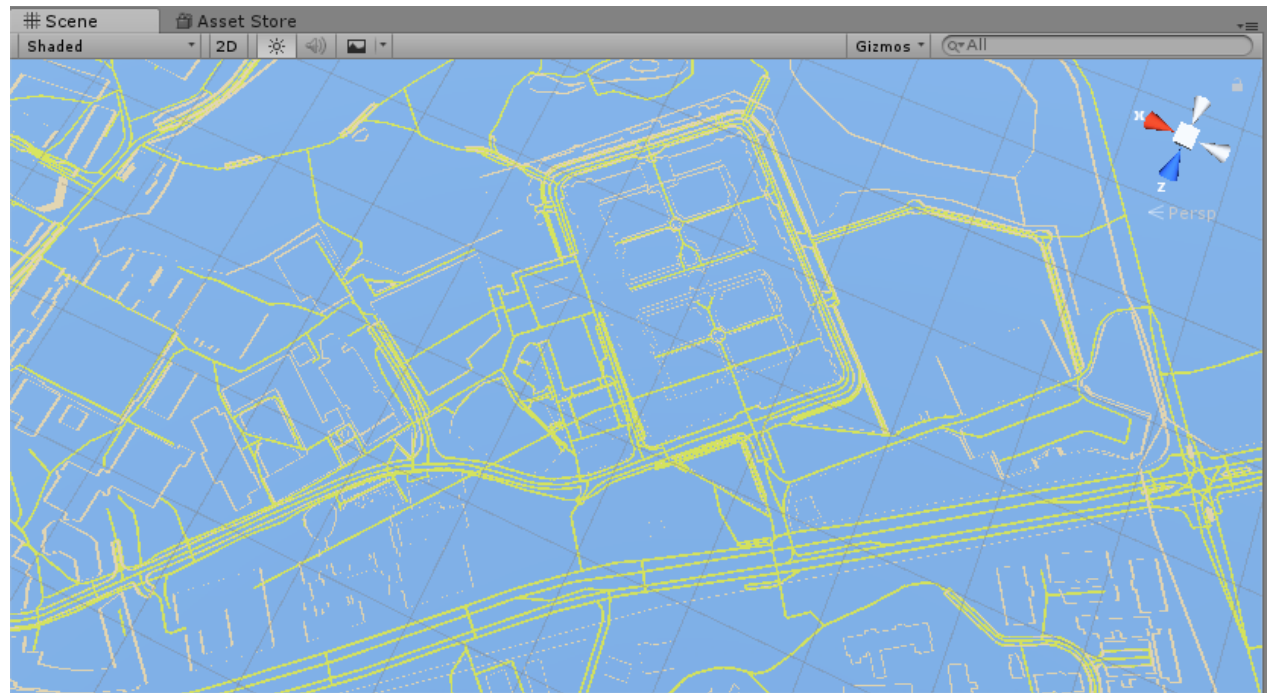


# OpenStreetMap

- Download map data
- Process the data
- Render the map

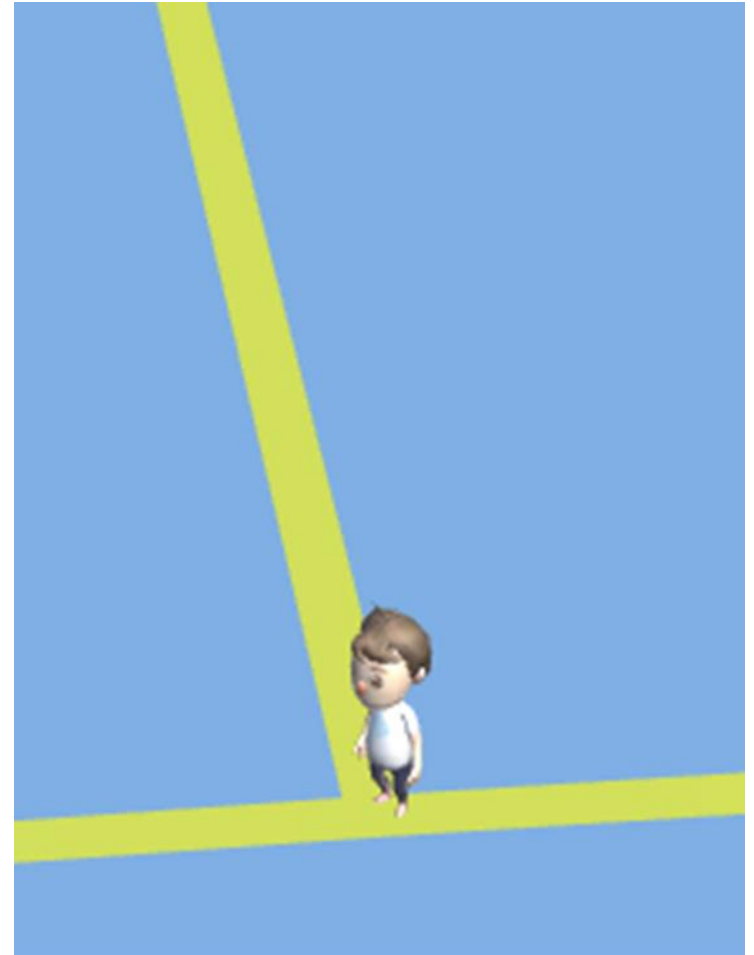
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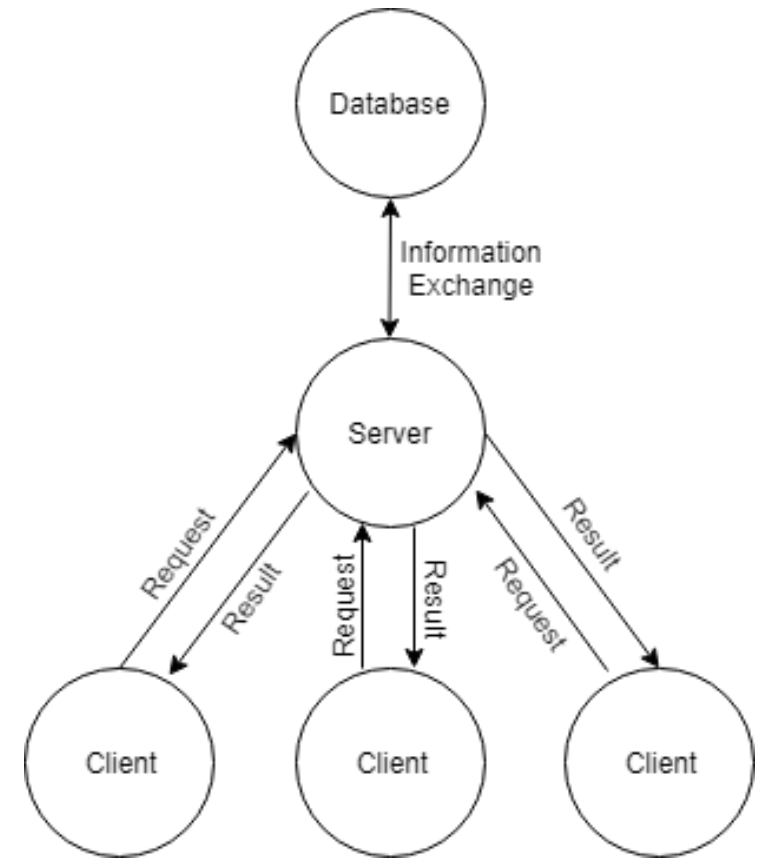
# Unity

- Position the game camera
- Create touch input



# Client - Server

- Multiple clients, one server
- Server knows about the world
- Server generates enemy spawns



# Next Term

- Must do:
  - Work on core game mechanics
  - Generate enemy locations
  - Battle Mechanics
- Bonus
  - Multiplayer – view other players nearby
  - Battle between players