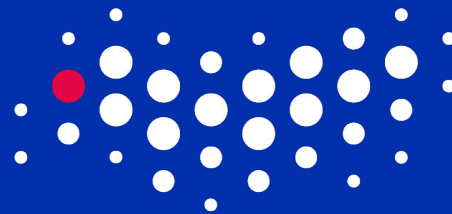


УНИВЕРСИТЕТ ИТМО

Saint - Petersburg, 2017



УНИВЕРСИТЕТ ИТМО

# Game Development

Alexander Kostousov, Ghazi Daniel

Saint - Petersburg, 2017



# Creating a dream-team

# WHEN YOU ARE LOOKING AT YOUR TEAM



VS



EXPECTATION

REALITY

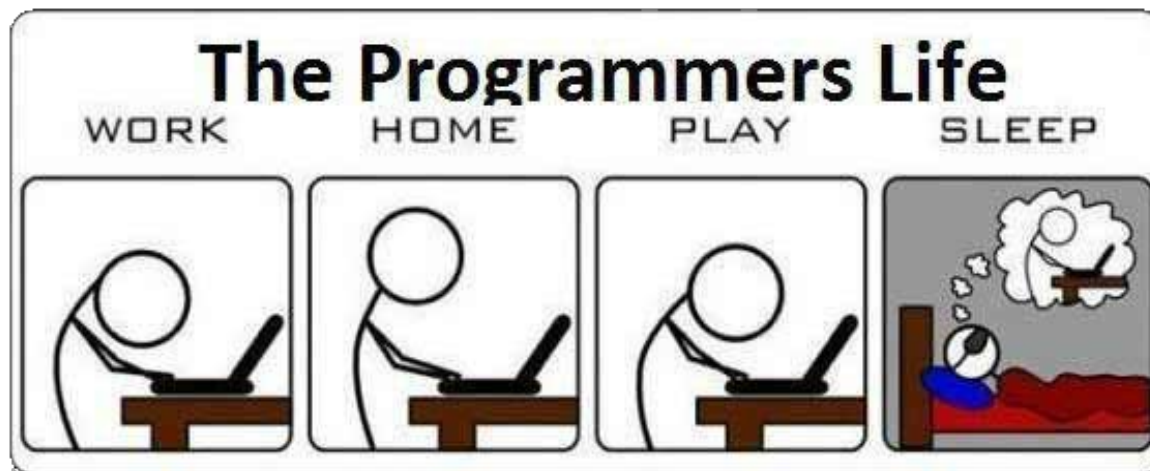
## Experts from different spheres



- Programmer
- Game-designer
- Artist
- Sound designer/Composer
- Project manager
- Producer
- Writer
- Cook (well, you need to feed ^this army of developers ㄟ(ツ)ㄟ)

# Programmer

- Embodies *game-designer's* ideas, making them playable
- Makes arts and sounds created by *artists* and *composers* unified with game mechanics
- Can test and debug game



## Game-designer



- Devising what a game consists of and how it plays, defining all the core elements
- Communicating this to the rest of the development team who create the art assets and computer code

# Project manager



- Sets milestones to be achieved
- Creates team's timetable
- Motivates team members
- Organizes the work process

How project manager sees his team of developers





# A little more about insides

## Disadvantages

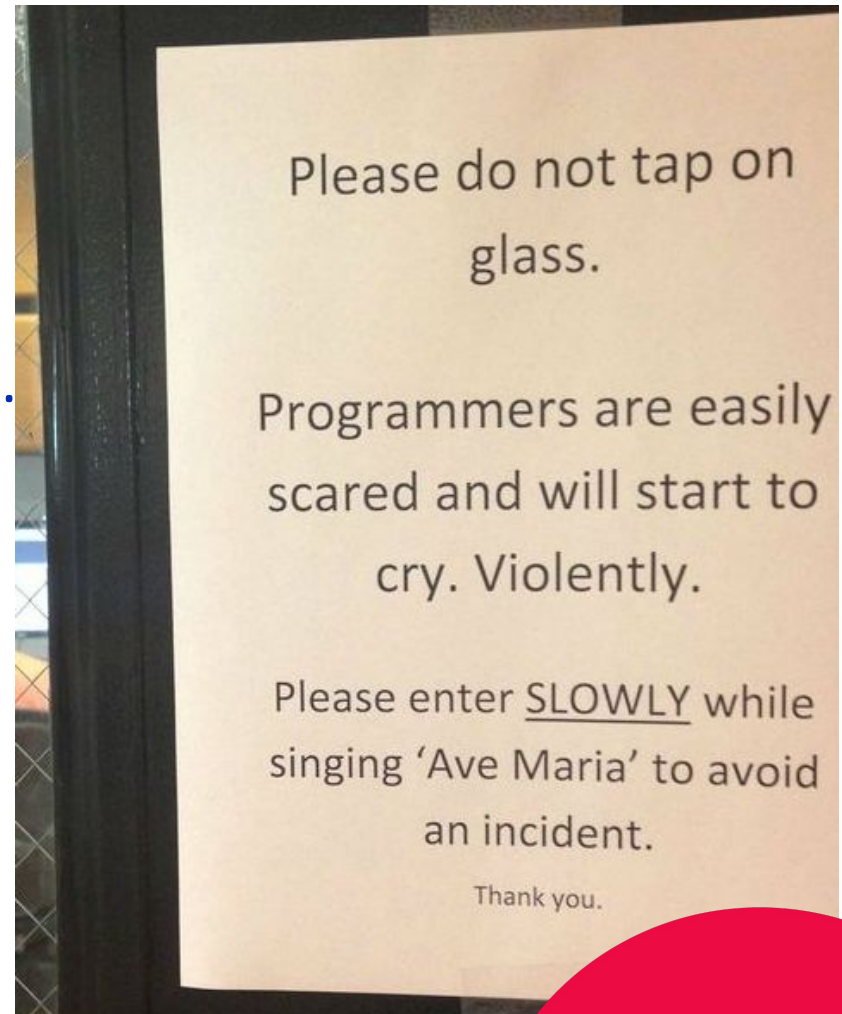
- Is anybody out there?  
The lack of motivation, SAD, etc.

- Can you see a squirrel?  
WYSIWIG? (what you see is what you get)

- “I wanna you to do things”

Organization issue:

“Guys, I need you to draw an Elf with a bow and arrows, pls”



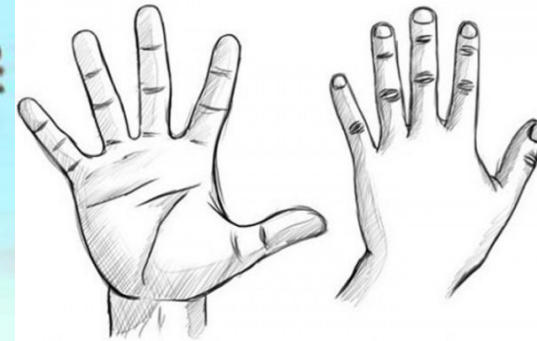


## Advantages

- I believe I can fly!
- DEUS VULT!



What I want to draw



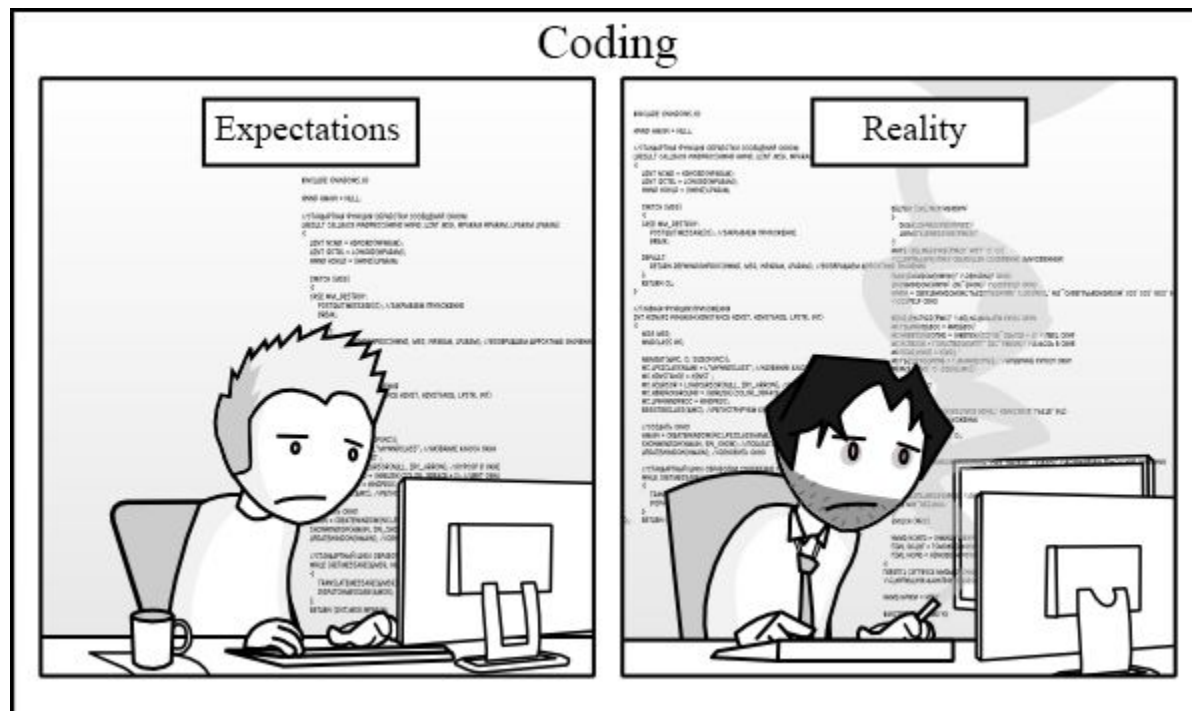
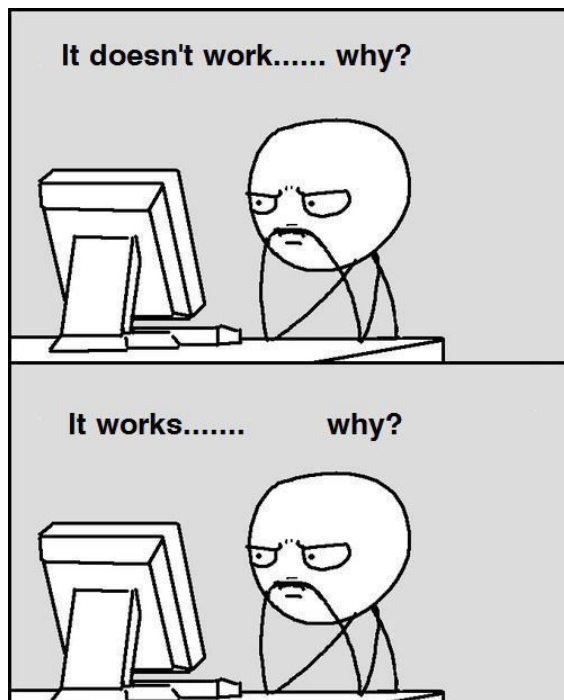
What my mind encourages to draw

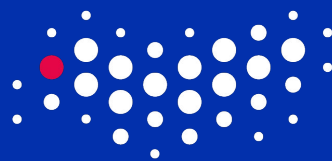


# Character visualisation



# Coding process





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**Thank you for your attention**