2. Making Video Games, Getting Started !

Outline

- Jobs in the Game Industry
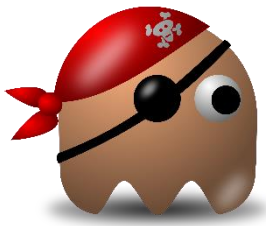
- Game Development Milestones

- Resources to Get Started

Jobs in the Game Industry

Many Video Game Studios are established in Montreal!
Making AAA Video Games is not easy, it requires a big team of talented people

Game Developers
- Game Designers
- 2D Artists
- 3D Artists
- Sound Artists
- Programmers

Quality Assurance
- Game Testers
- Localization Specialists

Production
- Producer
- Production Assistants
- Project Managers

Business
- CEO, COO, CFO
- Marketing
- Lawyers
- Accountants
- Human Resources

behaviour_mtl

Guess the Job …?

Game Designer

Job Description

- Come up with Game Ideas through Brainstorming
- Constantly improve the Game, find weaknesses and solutions
- Write Game Specifications (Game Design Document) and Documentation
- Compromises a lot with Business people (budget), Technical People and mainly other Designers

Skills

- Excellent **knowledge** of Video Games
- Tons of **Creativity**
- Competencies in Computer Programming / **Scripting**
- Competencies in Content Creation
- Excellent Written and **Presentation skills**

Specializations

- Creative Director
- Lead Designer
- System Designer
- Level Designer
- Story / Mission Designer
- Scripter

Level Designer – Grey Boxing

How to become a Game Designer ?

One of the most Competitive Job in the Industry
- ◦ Need to know everything about Games
- ◦ The more Skills you have, the more useful you are to a team
- ◦ Play as many Games as you can (Analyse them while you play)
- ◦ Read books about Game Design, watch videos (Extra Credits on Youtube)

Have a Portfolio of the Games / Prototypes you made
- ◦ Even Paper / Board Games
- ◦ Attend Game Jams if you can
- ◦ Get connections in the industry

Being a **Game Testers** is definitely relevant
- ◦ Big studios often hire Testers as a Summer Job
- ◦ Learn about the whole Game Development Process
- ◦ Often an entry point in the industry

Content Creator

Job Description
- Create Content required to provide the Game Experience described by Game Designers
- Work under pressure and tight schedules
- Content must respect Technical Constraints
- Content must be consistent with the work of other Content Creators

Skills
- **Creativity + Technical Skills**
- Master of the Softwares in your Discipline (Photoshop, Maya, 3DS Max, SoundForge)
- **Work fast**!

* **Many Online Courses** (Check out Lynda.com)

Specializations
- Art Director / Lead Artist
- Technical Artist
- 2D Graphics
  - Concept Artist
  - Texture Artist
  - UI / UX Designer
- 3D Graphics
  - Rigger
  - Modeler (Character / Environment)
  - Animator
- Audio
  - Musician
  - Sound Effect Artist
  - Voice Actors

Content Creator – 2D Graphics

CRYSIS 3
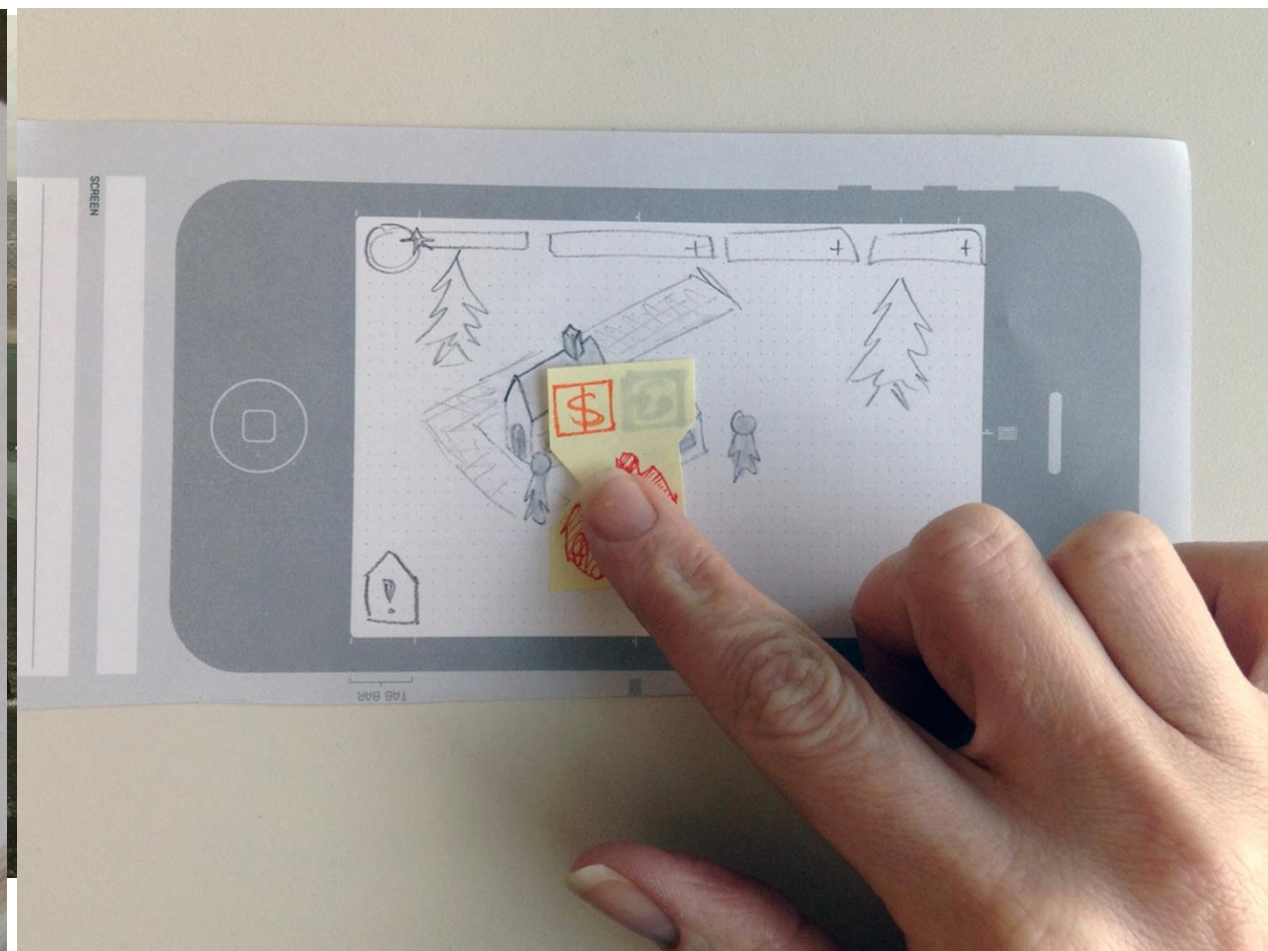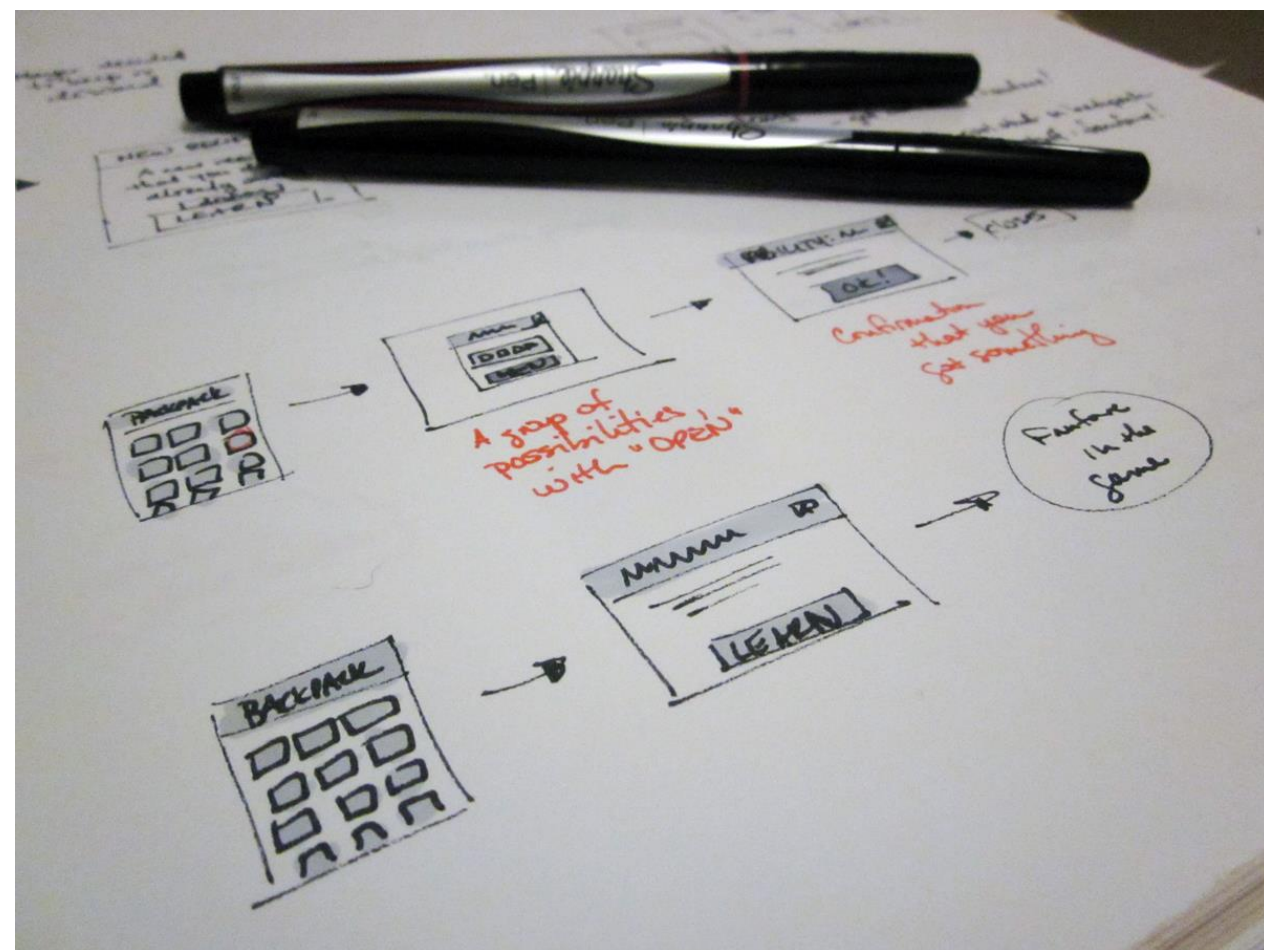
Audio Artist

Production

Job Description
◦ Make sure the Project Delivers on Time and on Budget
◦ Organize sprints, standup meetings, maintain project schedules
◦ Keep team focused, order overtime meals
◦ Lead the Milestone Review meetings with Company Executives

Skills
◦ Excellent **Communication** and inter-personnal skills
◦ Excellent Knowledge of MS Office, and **MS Project**
◦ Familiar with Waterfall and **Agile Methodologies**
◦ Experience with **Planning** Events and Projects
◦ Ability to deal with **Criticism**

Specializations
◦ Executive Producer
◦ Producer
◦ Assistant Producer
◦ Project Manager
◦ Production Coordinator
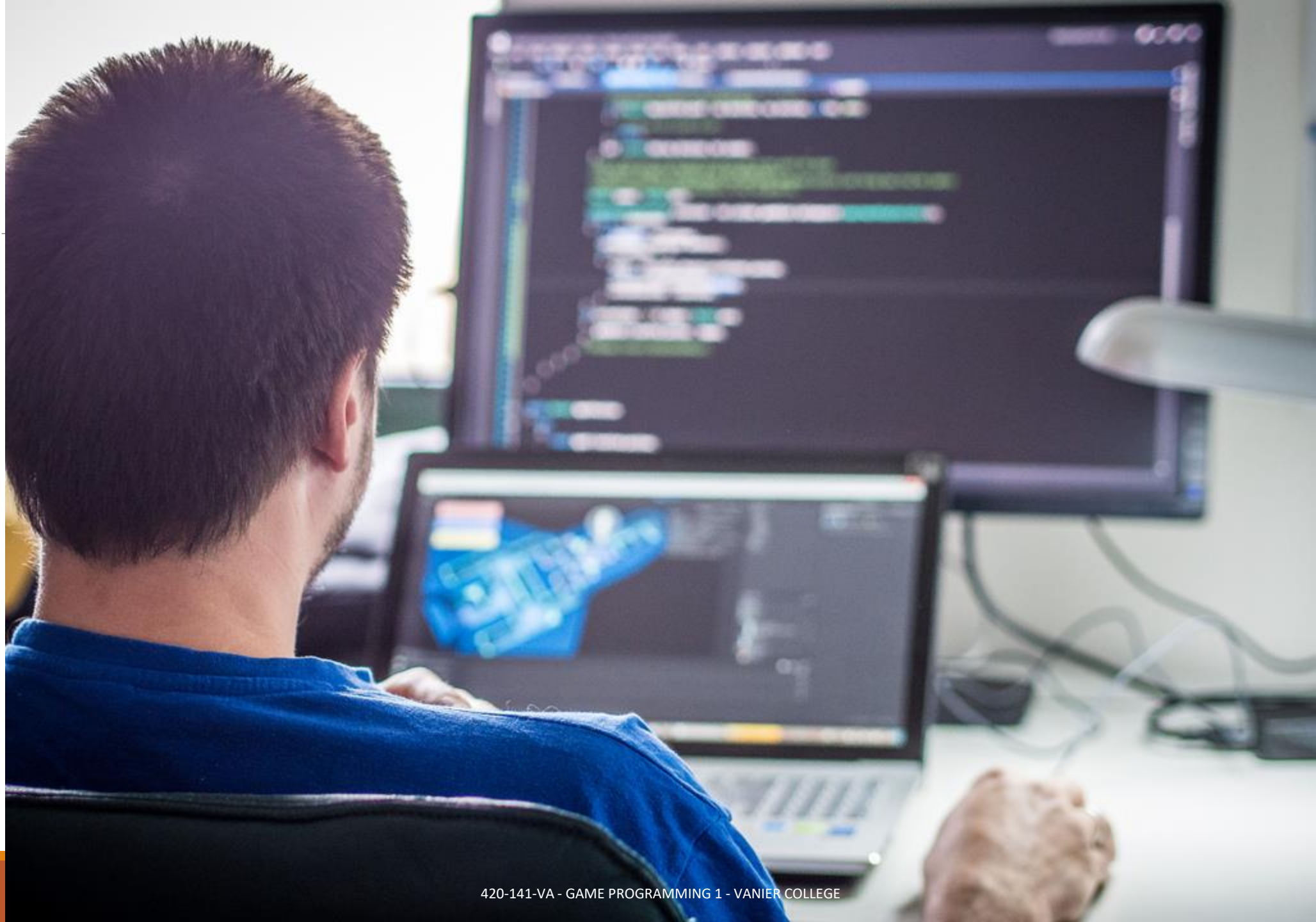
Programmer / Engineer

Job Description
- Make sure the **Game Designers** and **Content Creators** workflow is efficient
- Implement Features required by the Game
- Optimize Game Engine so there can be more Content and Gameplay
- Goto people for any problem. Fix anything that breaks!

Skills
- Excellent Analytical and **Problem Solving Skills**
- Excellent Computer **Programming** Skills
- Knowledge of **Software Architecture** and **Optimization**
- Ability to Work with **Source Control** (**Git**, Perforce)
- Ability to **Learn fast** about any Technical Topic

Specializations
- Technical Director / Lead Programmer
- Gameplay Programmer
- Tools Programmer
- AI Programmer
- Graphics Programmer
- Network Programmer

Working with a Game Engine
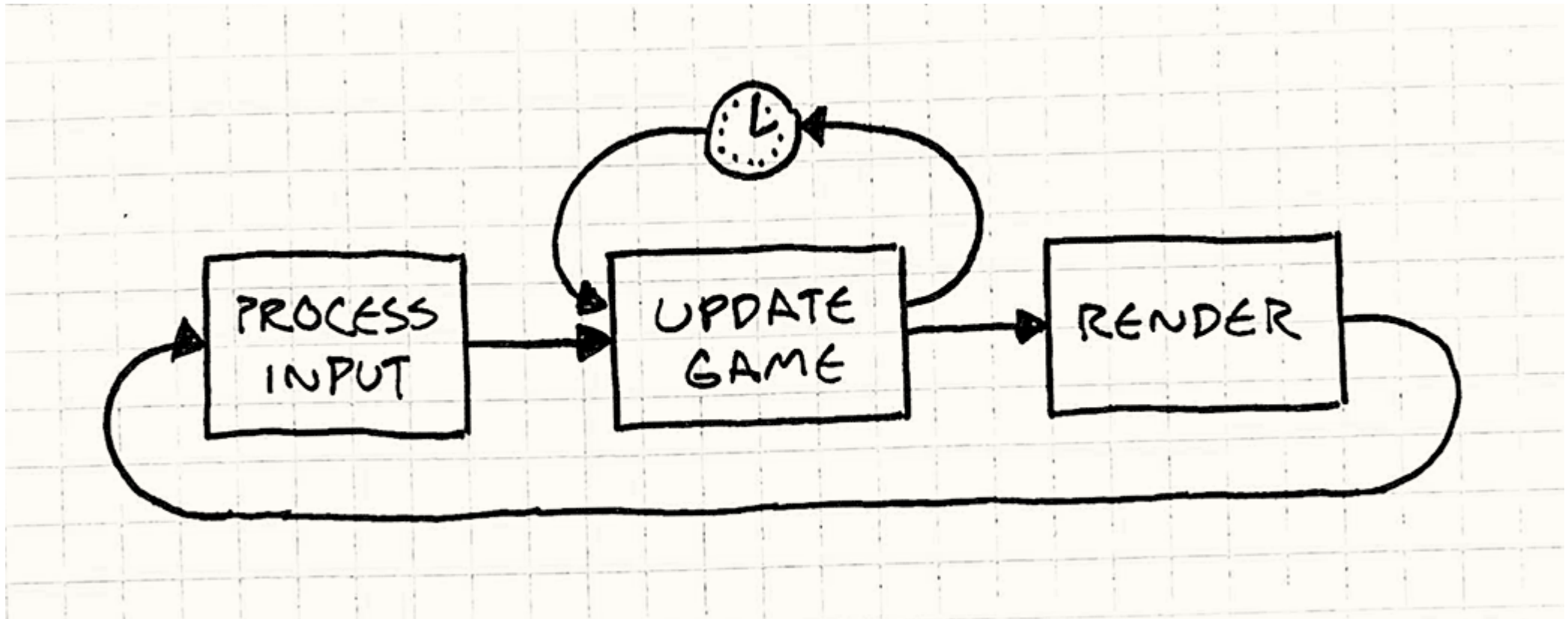
www.unity3d.com/learn
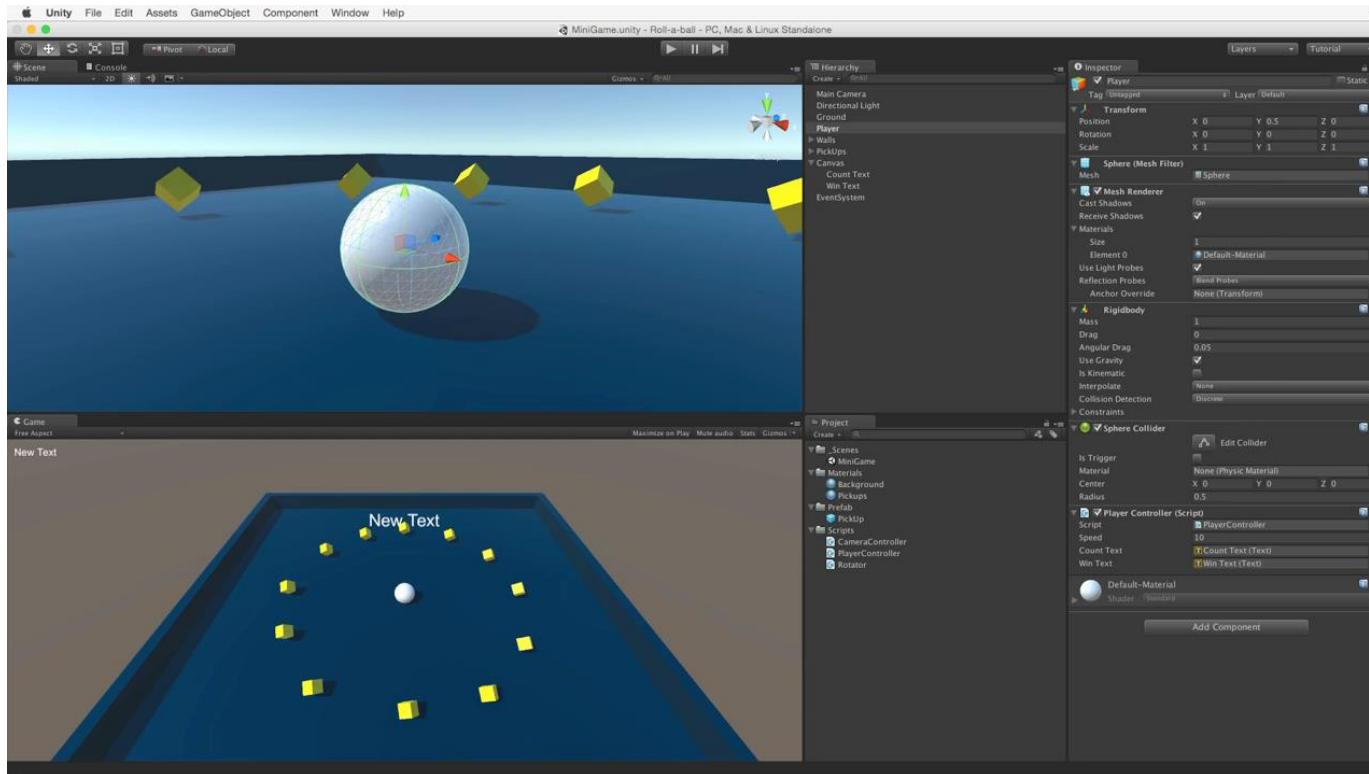
Beginner Tutorial : Roller Ball
- the Unity User Interface
- Setting up a Scene
- Adding Game Objects
- Setting up a Camera
- Collectable Objects
- Displaying text
- Implementing Score
- **75 minutes of video tutorial**

https://www.youtube.com/watch?v=RFlh8pTf4DU

The Main Loop

➢ Game Development Milestones

Game Development Milestones

Pre-Production

Production

Final Stages

1. • Game Design Document- GDD
2. • Technical Review
3. • Engine Proof
4. • Playable
5. • Interim Checkpoint
6. • Alpha
7. • Interim Checkpoint
8. • Beta
9. • Golden Master

Making your first Game

➢ Getting Started Resources

The Indy Game Community

Many Game Developers / Hobbyists work on Low Budget Games

The Community is tight and people help each other a lot!

Developers Meet at GDC (Game Developer Conference)

http://www.gdcvault.com (Lectures and Classes Videos Online)

Meet Game Developers in Montreal

http://indie-games.meetup.com/cities/ca/qc/montr%C3%A9al/

http://www.igdamontreal.ca

http://mtlgamejam.org/

Resources to Get Started

Free Game Engines
- Unity (http://unity3d.com)
- Unreal Engine (https://www.unrealengine.com)
- CryEngine (https://www.cryengine.com)

Free Softwares
- Gimp (Free 2D Graphics Software)
- Blender (Free 3D Modeling and Animation Package)
- Audacity (Free Audio Editing Tool)

Tutorials
- Lynda.com (Content Creation Tutorials)
- Extra Credits Videos on Youtube (Game Design Knowledge)

Game Design Knowledge
- Extra Credits – Hundreds of Videos to Perfect your Game Knowledge

Publishing your Games

iOS Devices (iPhone / iPad / Apple TV / Apple Watch)
- Need iOS Developer Account (http://developer.apple.com)   ~125$ / year
- Publish Apps on the Apple App Store, Games must be approved by Apple
- Apple keeps 30% Royalty

Android Devices
- Need Google Play Developer Account (https://developer.android.com).   ~25$ / lifetime
- Publish Apps on Google Play, Games must be approved by Google
- Google keeps 30% Royalty

Publishing PC / Mac Titles on Steam
- Must use the Steamwork SDK (https://partner.steamgames.com)
- To publish on Steam, your game must go through the Greenlit process (Get Ratings from Users)
- Steam Revenue Split (Undisclosed)

Marketing Your Games

Questions

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