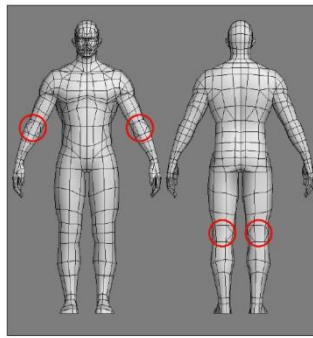


# The production of video games

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## Abstract

Each of these serves a dramatically different purpose depending on the game using it .

Generalizable system providing a set of useful, flexible components .

Generalizable - "Could other games use this functionality?"

Team: the main process, planning, graphics, sound, material, data, balance, test and so on.

Key words: **game**, game engine

## 1. Introduction

**game:**based on

curiosity

entertainment

escape from reality

**game engine:**

1. "The things that games are built on"

Games have a ton of functionality in common •

Even beyond superficial things typically defined by genre or gameplay

Why re-write those same sets of functionality every time we want to make a new game?

2. Generalizable system providing a set of useful, flexible components

Generalizable - "Could other games use this functionality?"

Useful - "Would other games benefit from using this functionality?"

Flexible – "Can a game tweak how the system behaves to get a desired effect?"

Implemented as a framework or a library

Frameworks dictate control flow

Libraries do not dictate control flow

Your engine will use both design patterns

3. Systems an engine might support:

Rendering

Input

Physics

Sound

Networking

AI

And much, much more

Each of these serves a dramatically different purpose depending on the game using it

Can we make an engine that supports every kind of game?

## **2. Members of the game development**

Team Roles

Game publisher

Game designer

Art director

Sound maker

Game tester

Lead programmer

## **3. Methods/Techniques**

1. Graphics: Renders

DirectX

OpenGL

HTML canvas/WebGL

Platform specific rendering

Everything is triangles

and Textures

and Lightning

and Shaders

2.Render – viewport(3D)

3.Render - input data

4. render – pipeline

...

#### **4. Overview**

Different games have different producing method, need to learn different techniques.

A game of large and medium-sized development requires the power of a team.

Team: the main process, planning, graphics, sound, material, data, balance, test and so on.