



Desenvolvimento Ágil de Jogos Mobile 2D

Processos, ferramentas, ciclos de vida

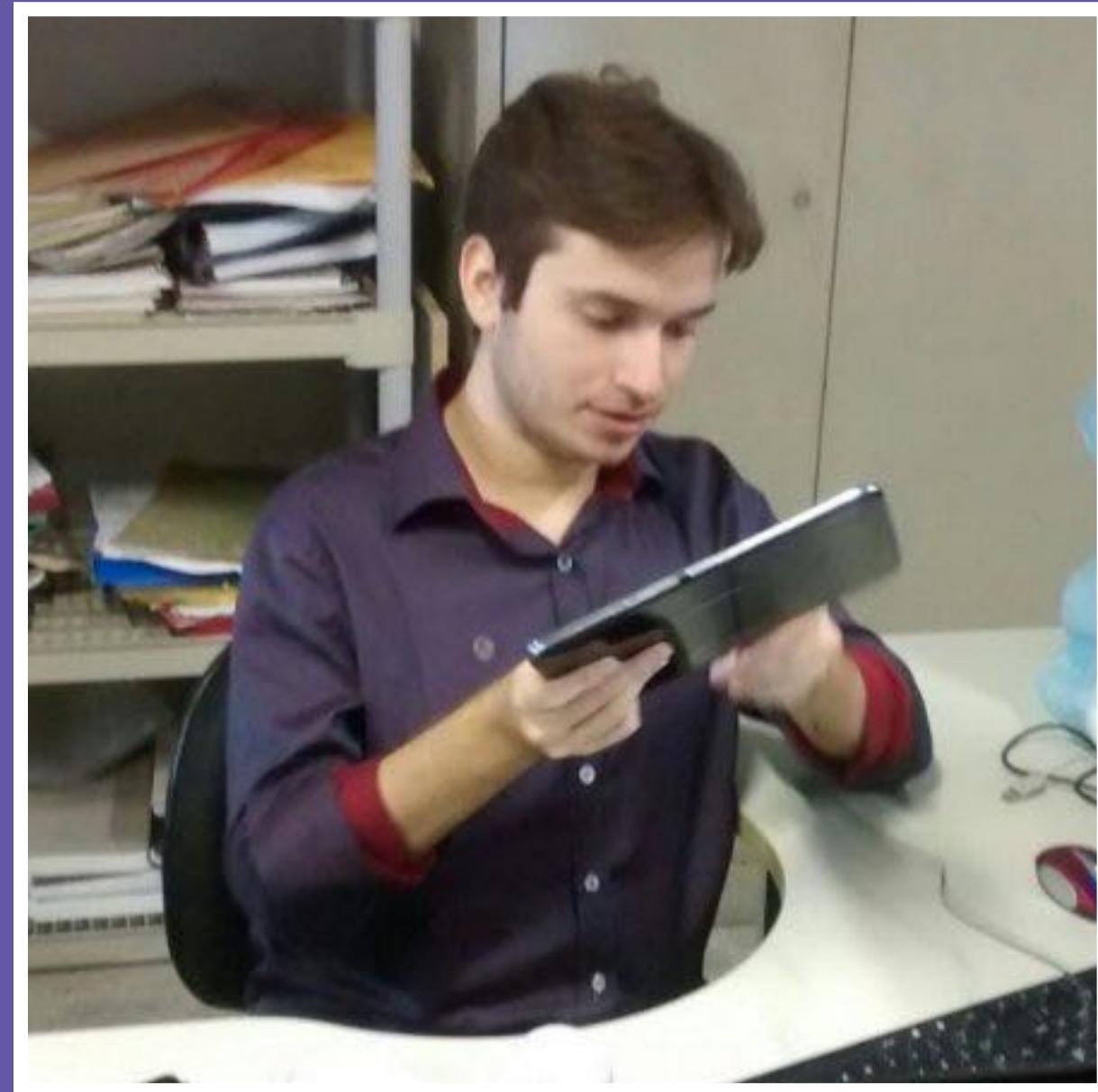


Introdução

Processos & Paradigmas

Ferramentas

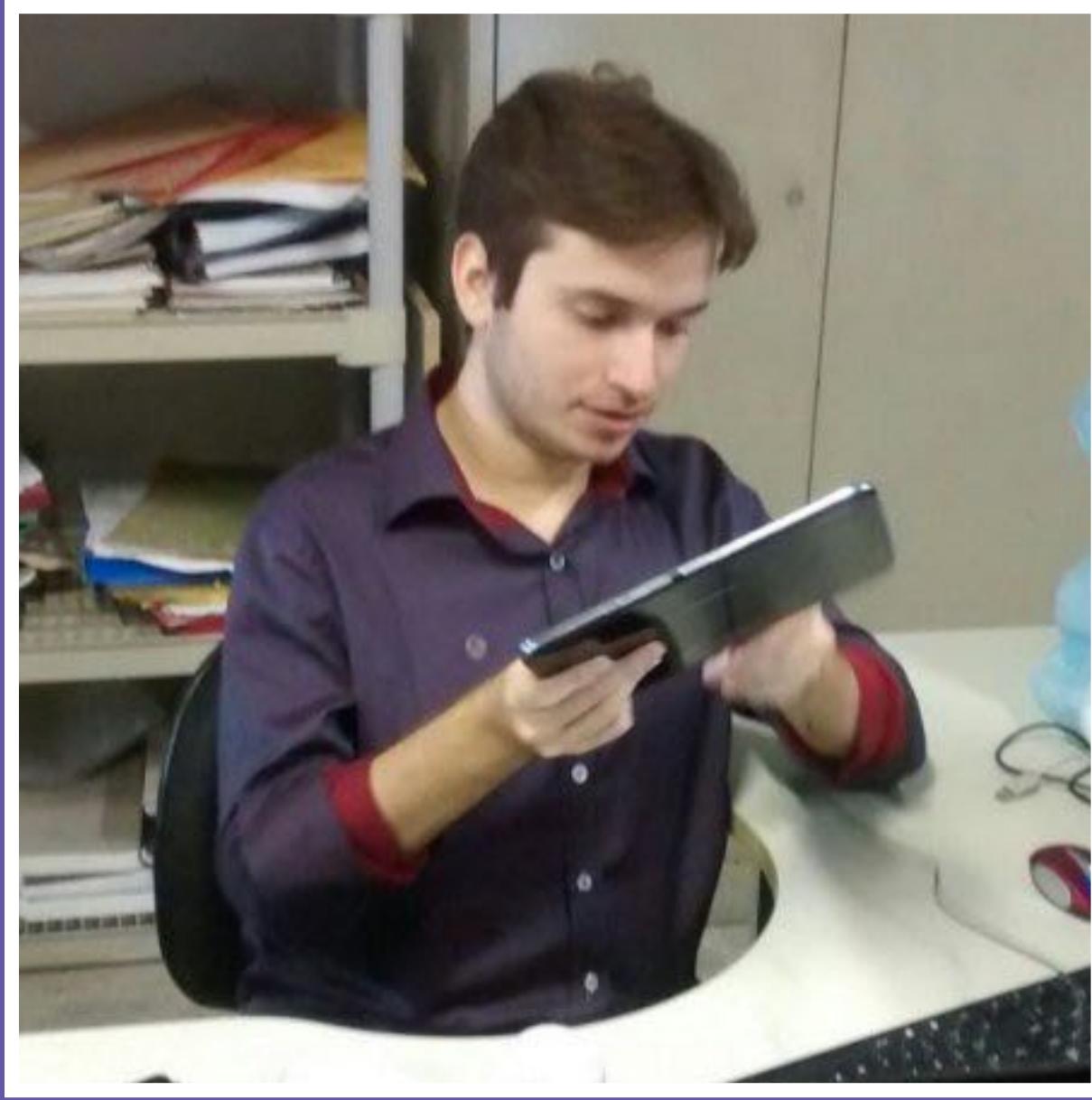
Ciclo de Vida



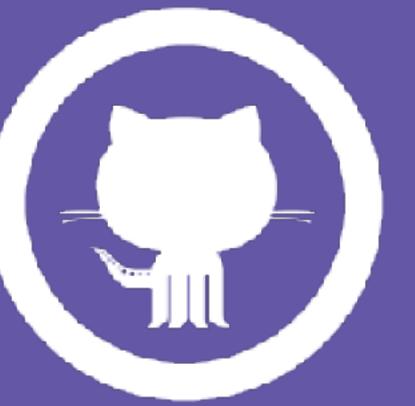
Matheus Martins



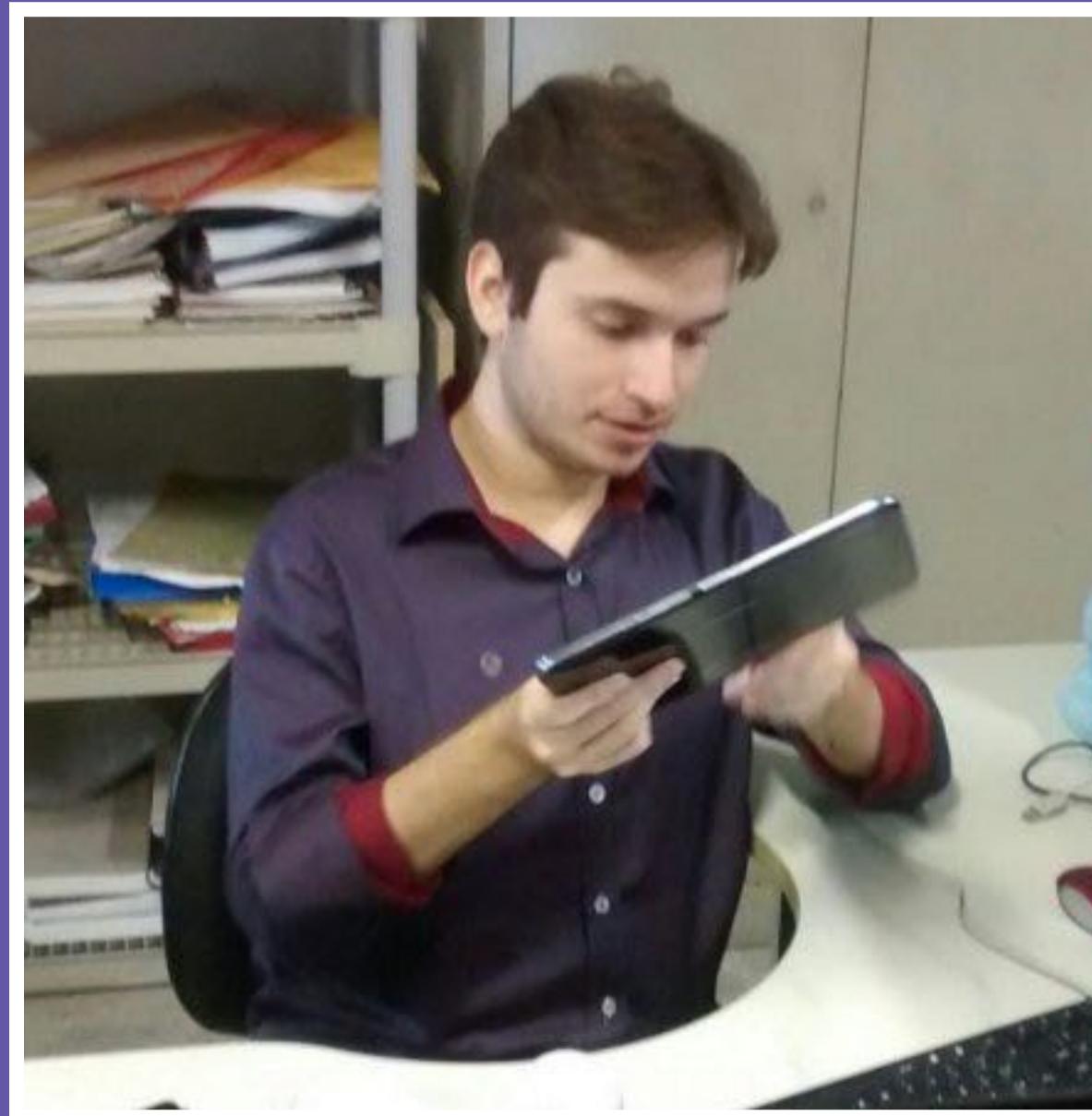
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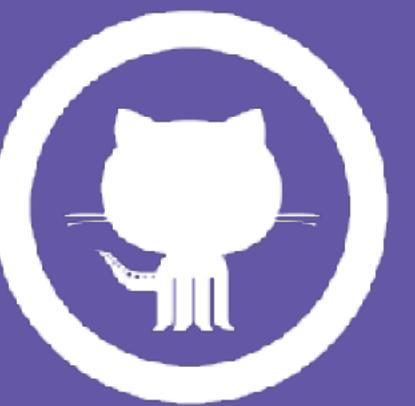
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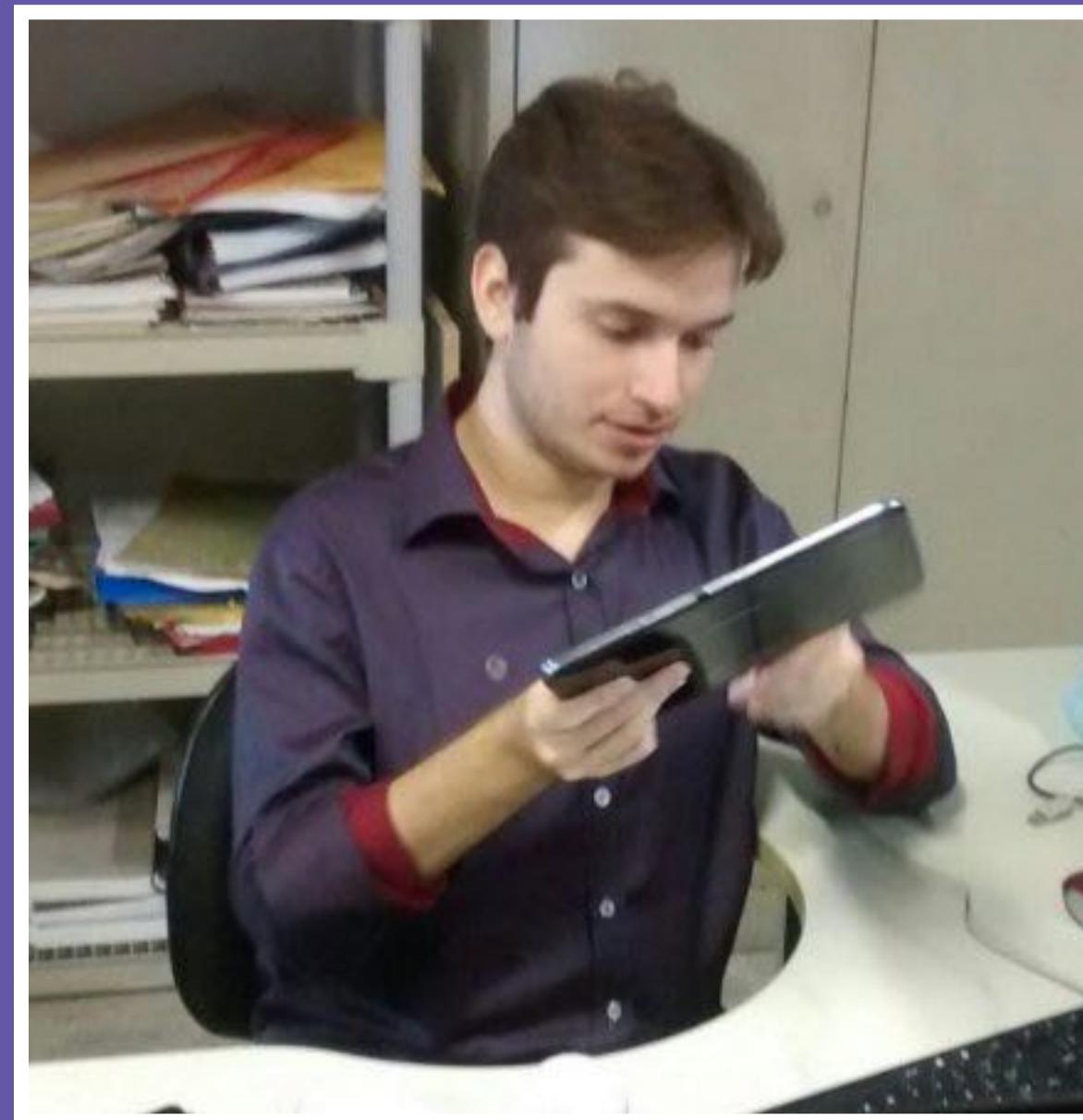
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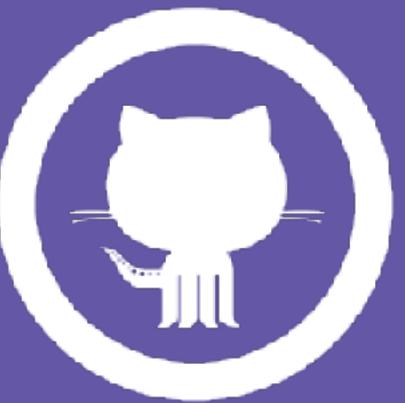
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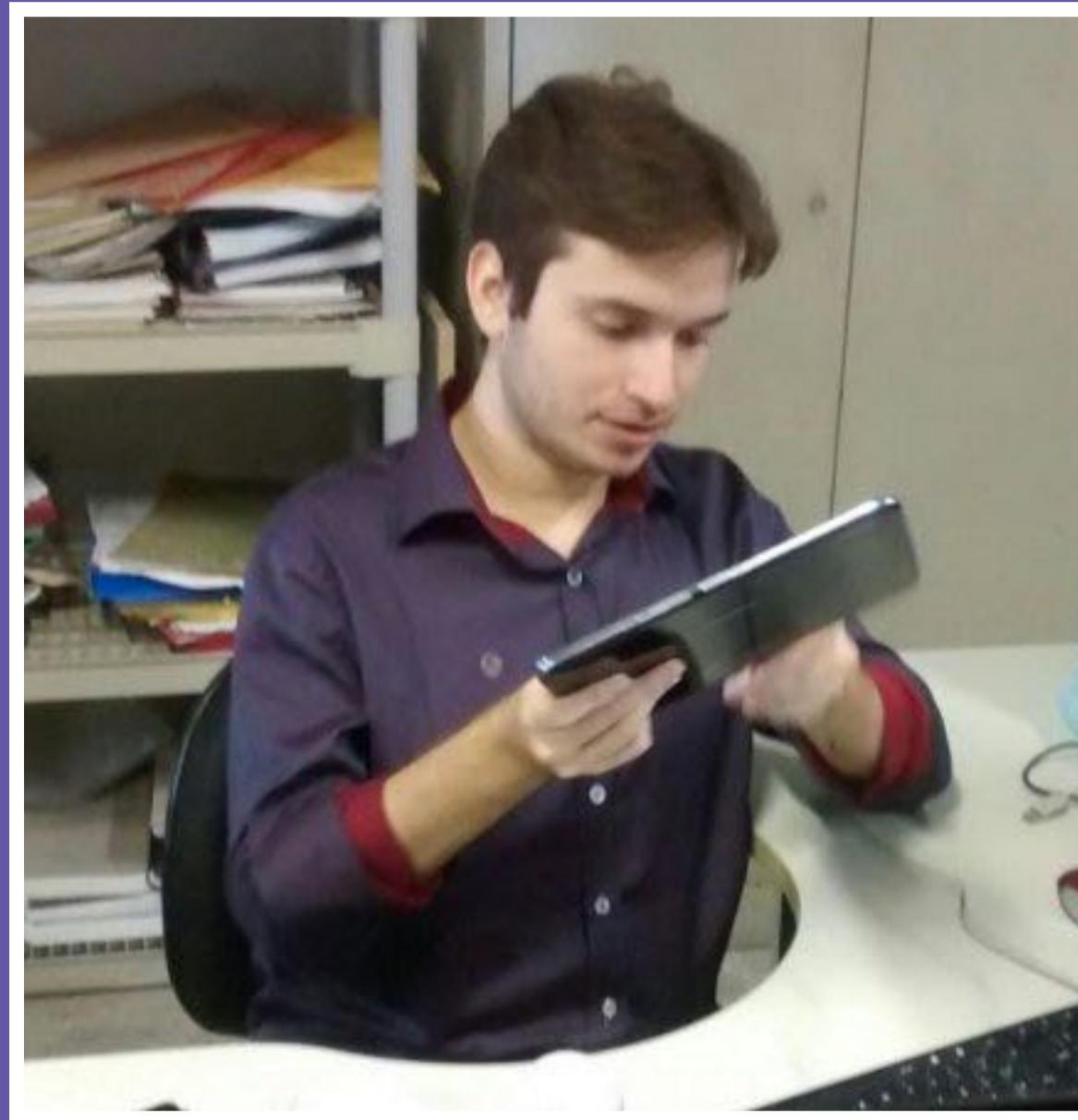


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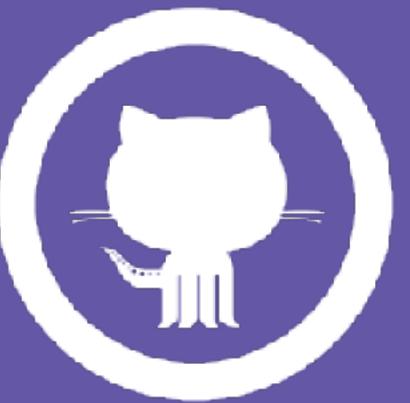


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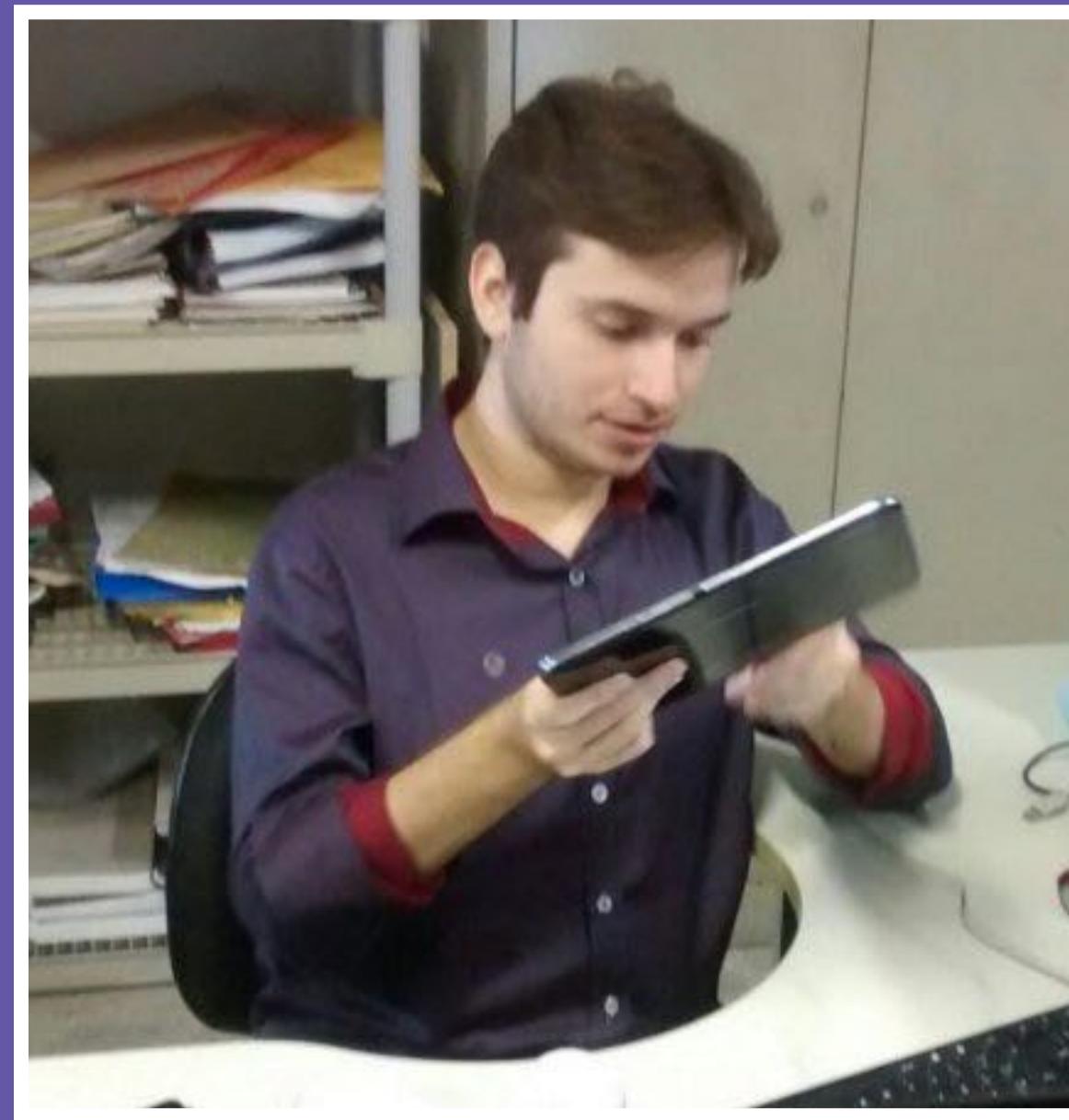


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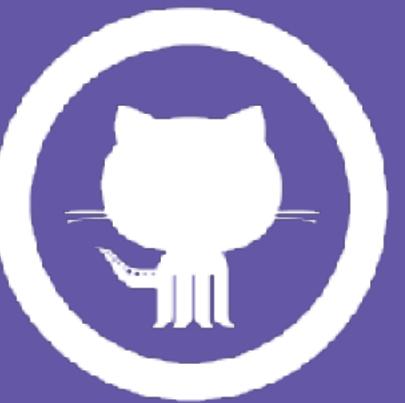


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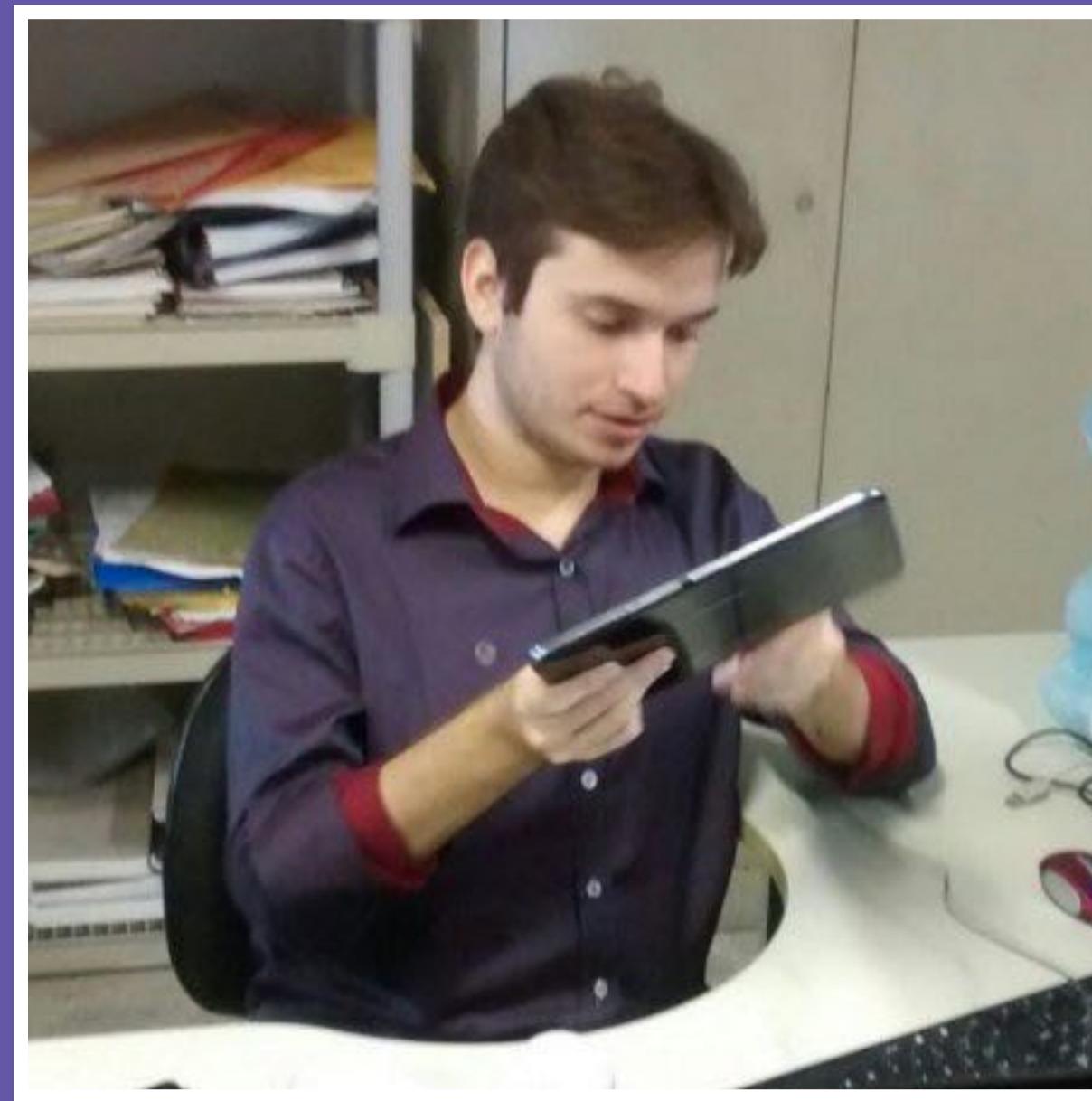


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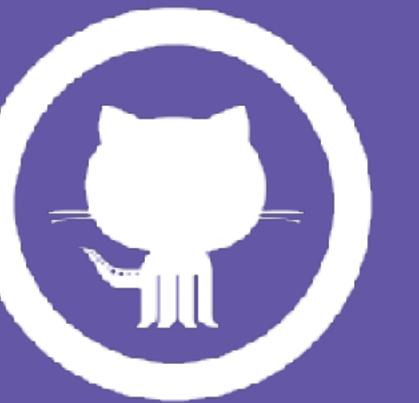


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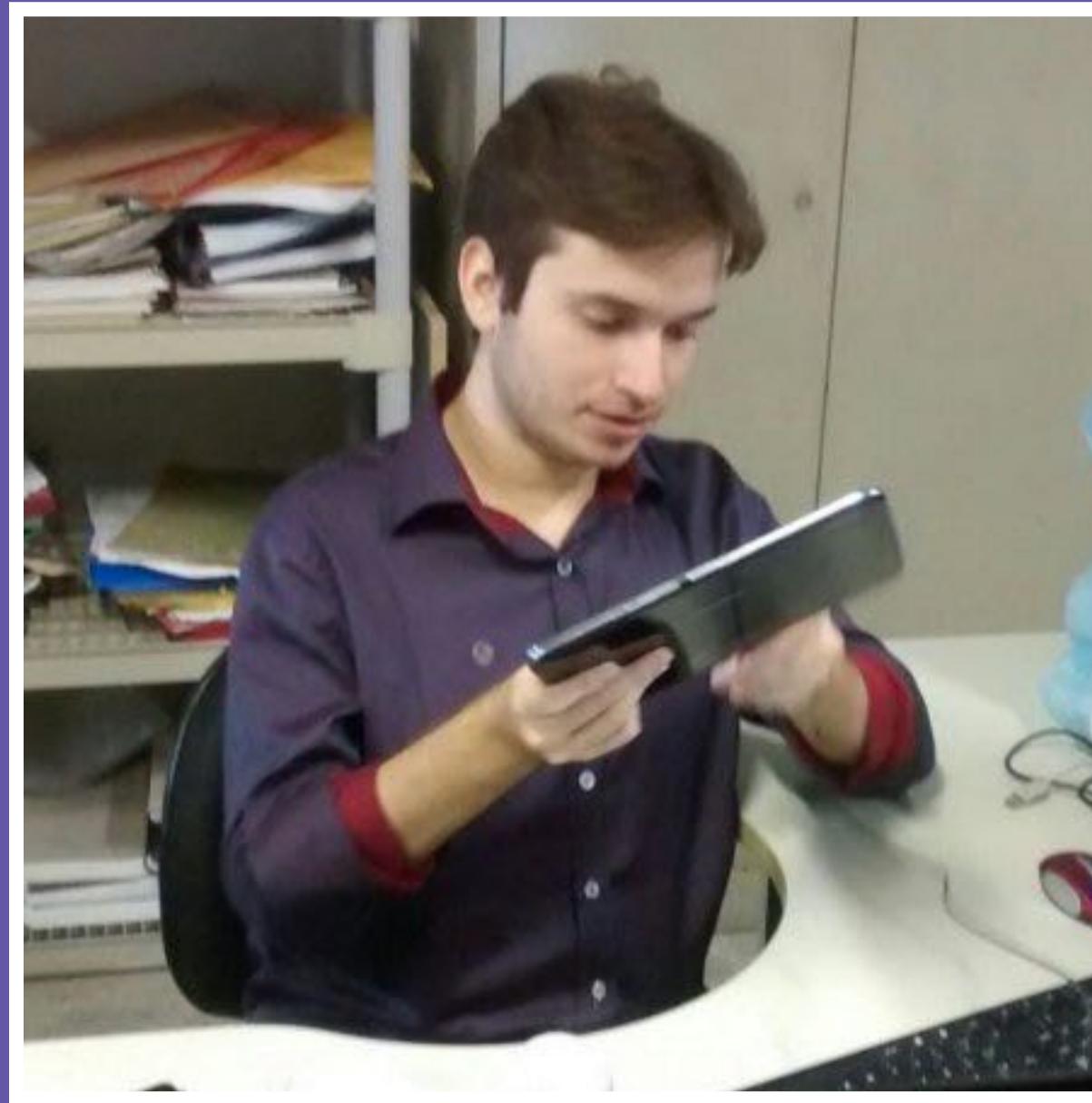


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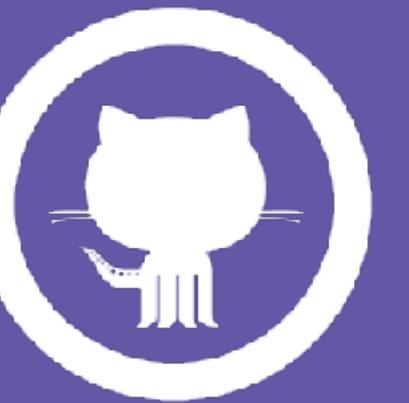


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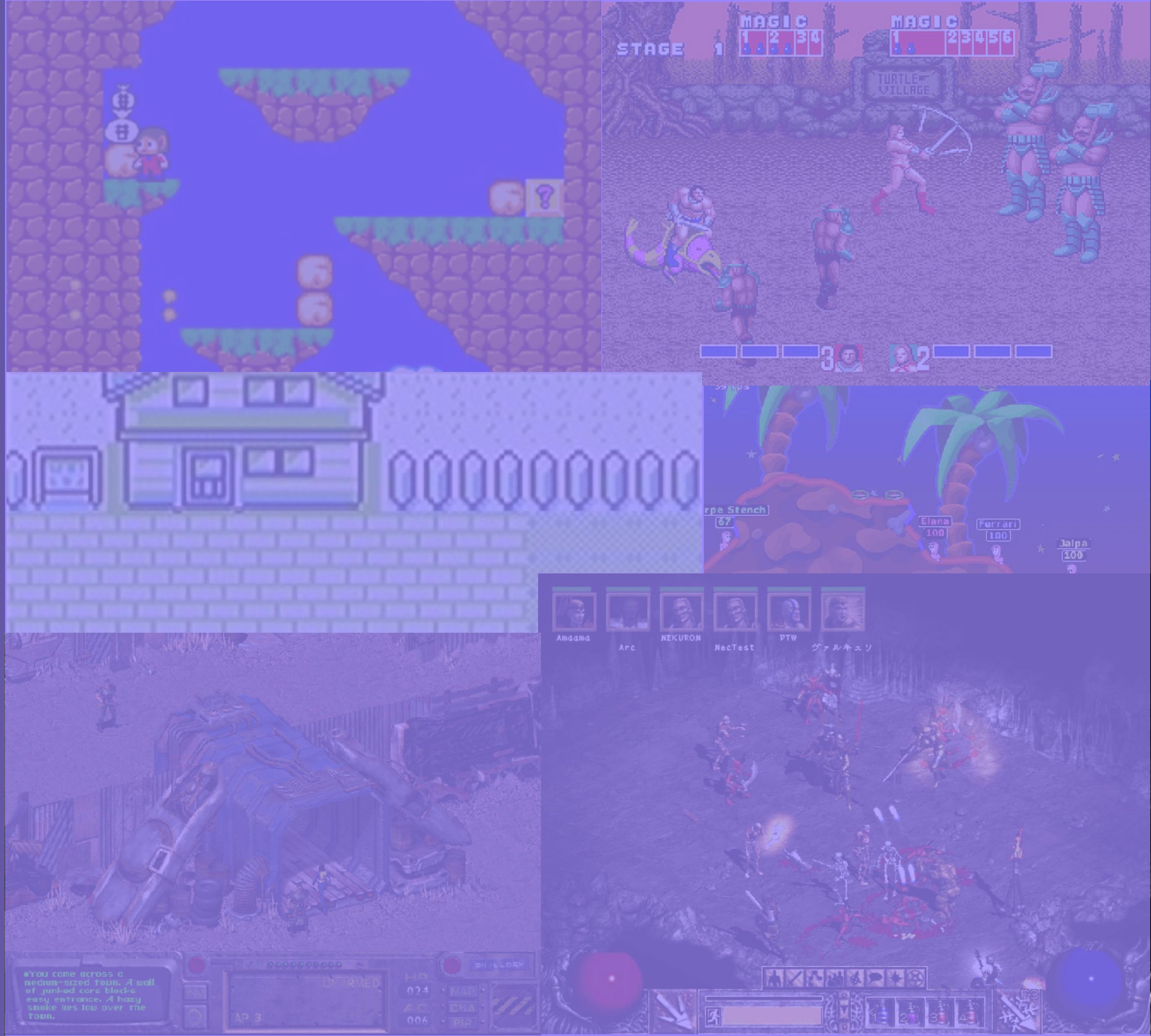


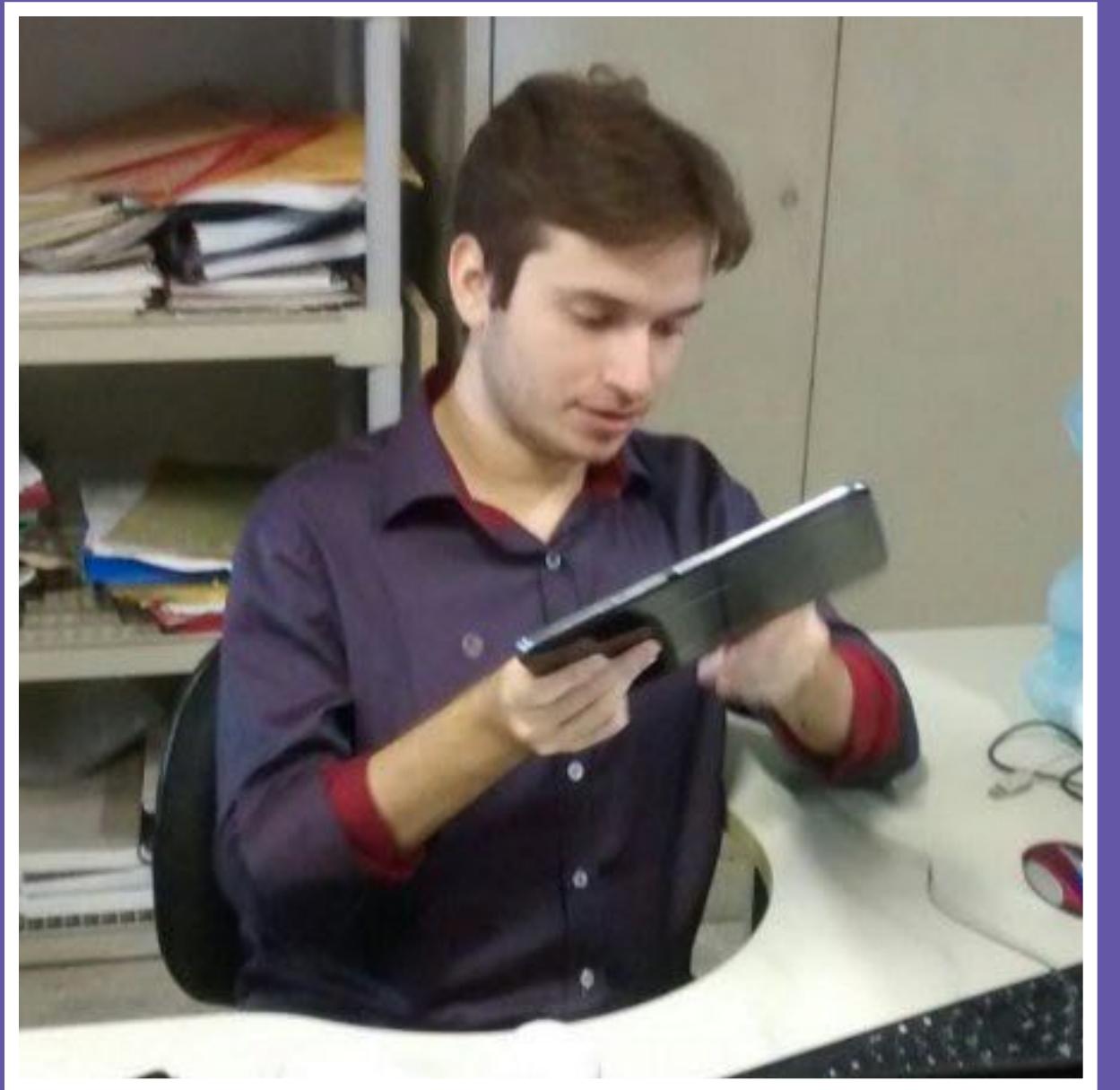


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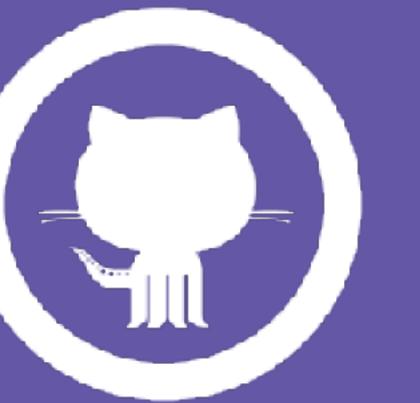


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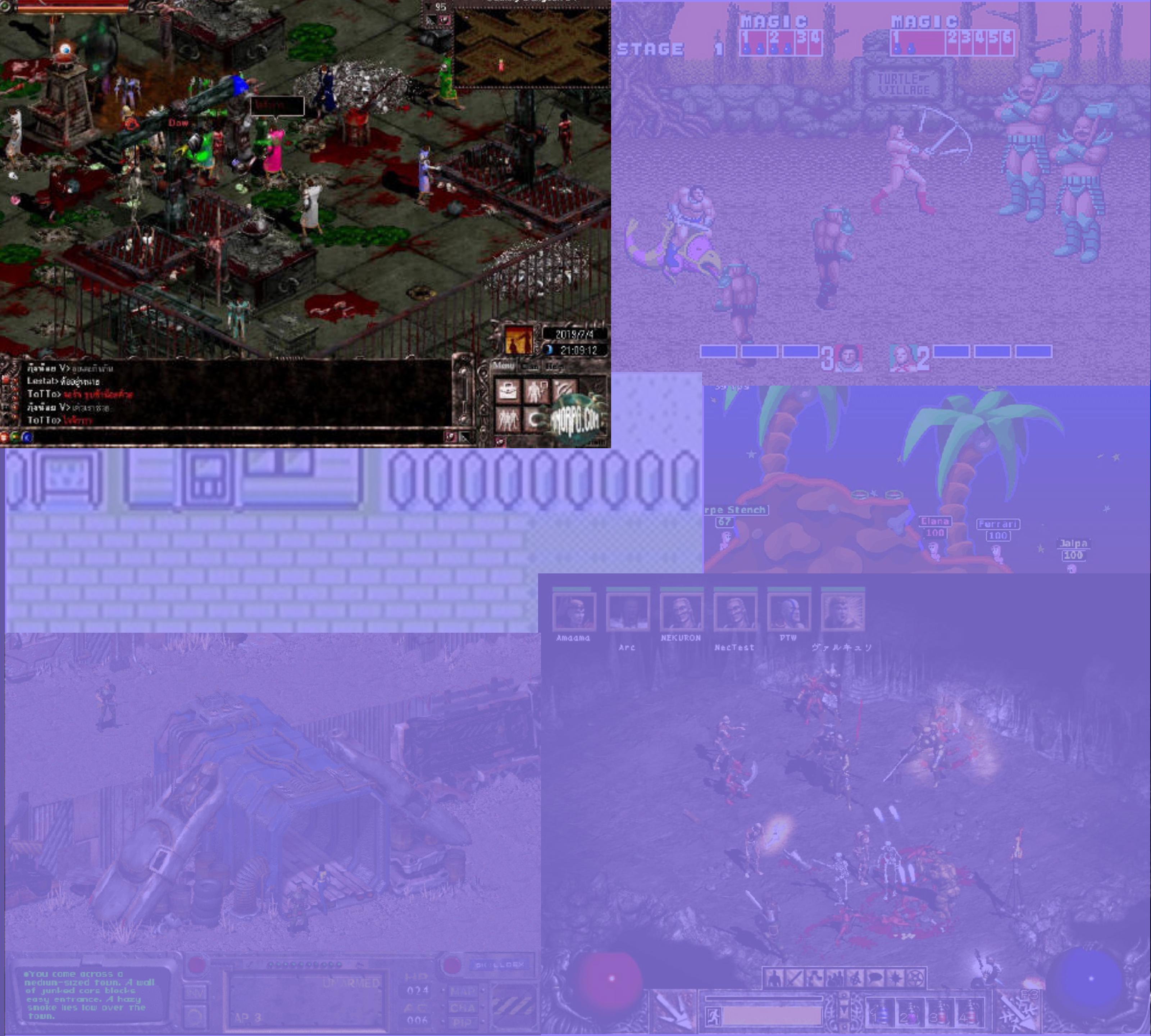


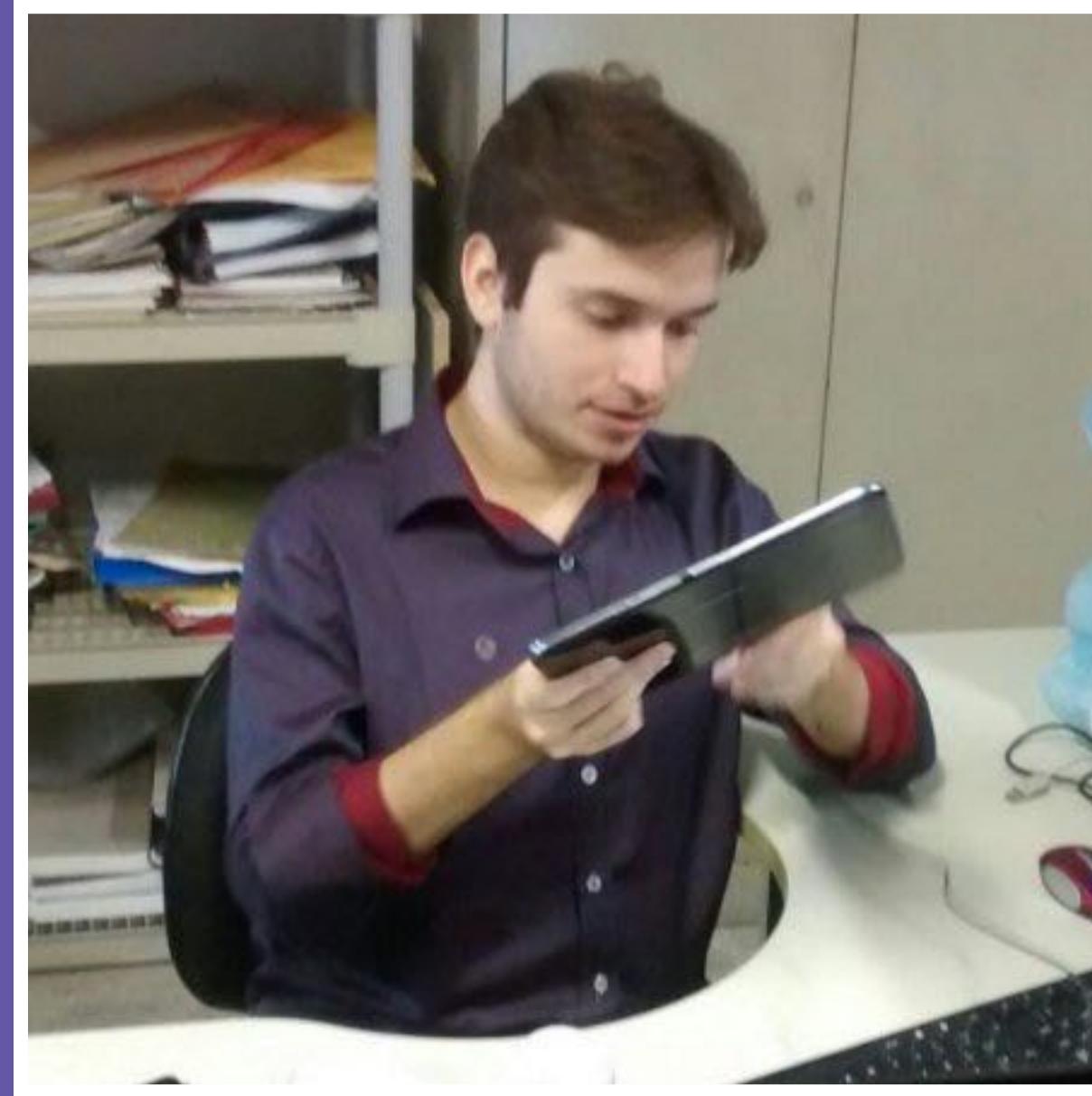


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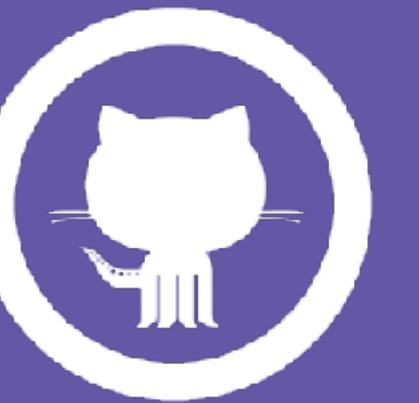


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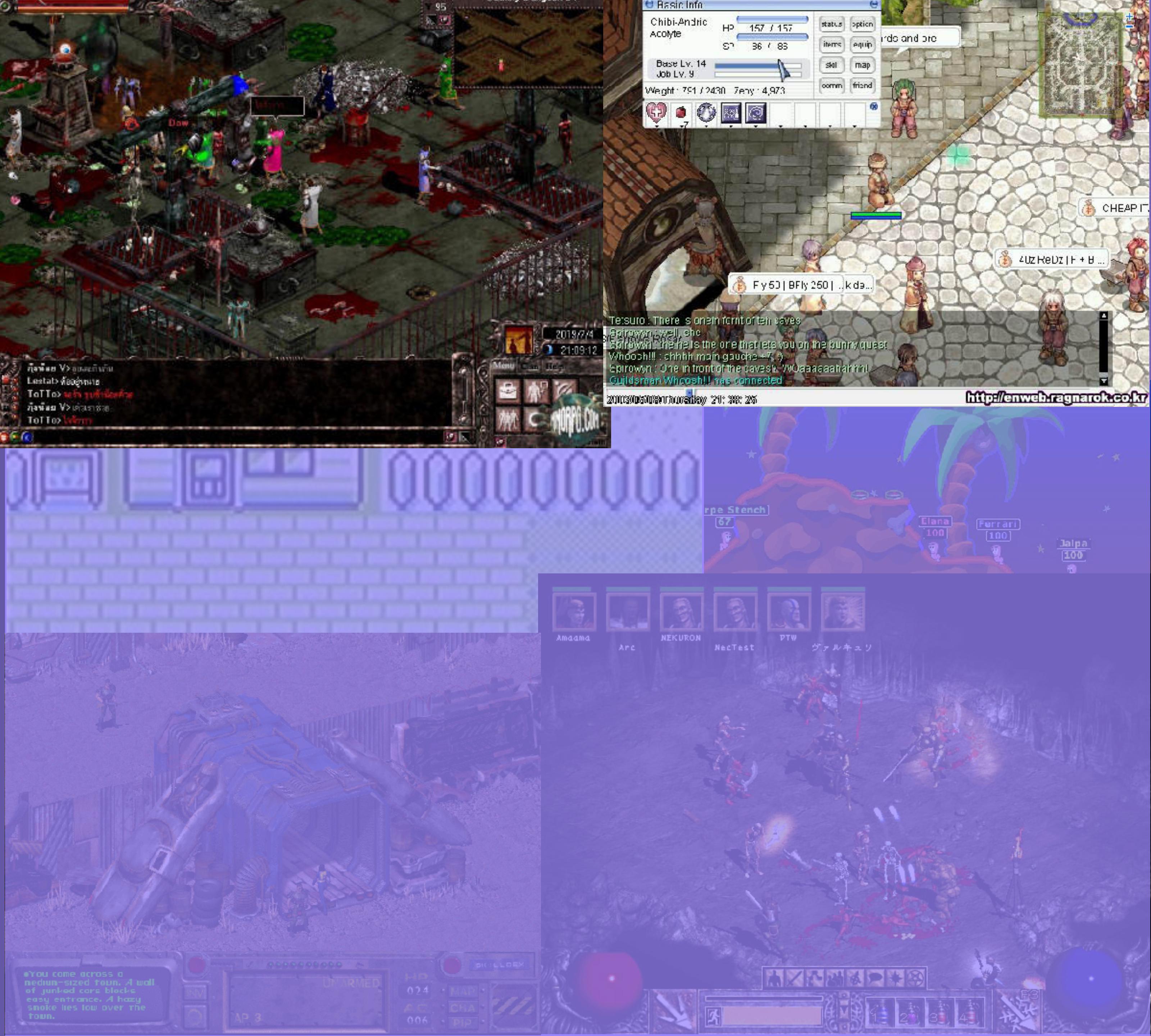


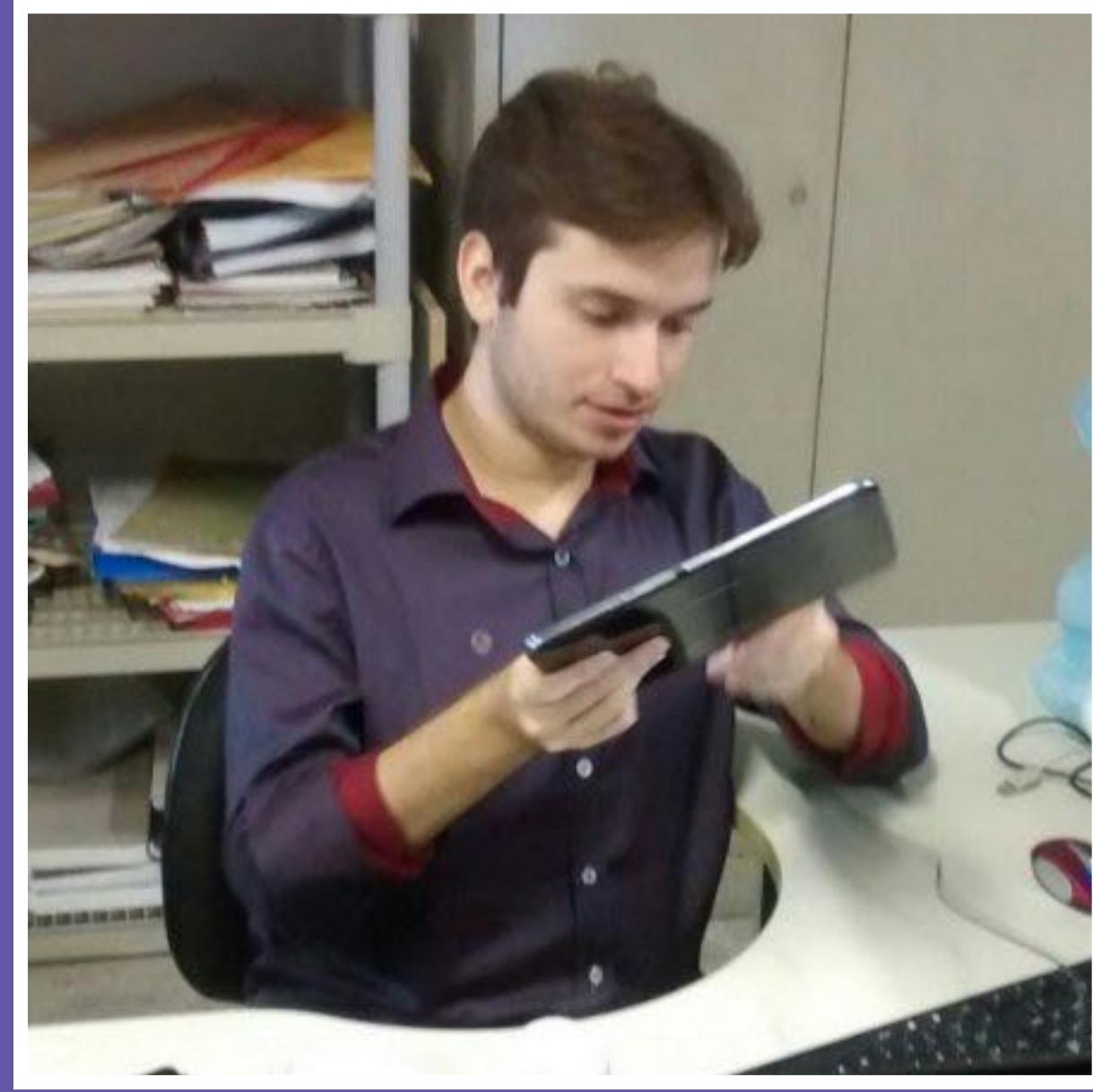


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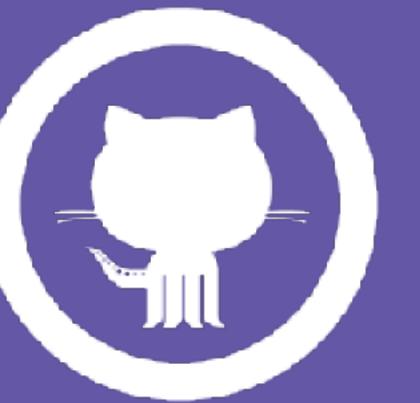


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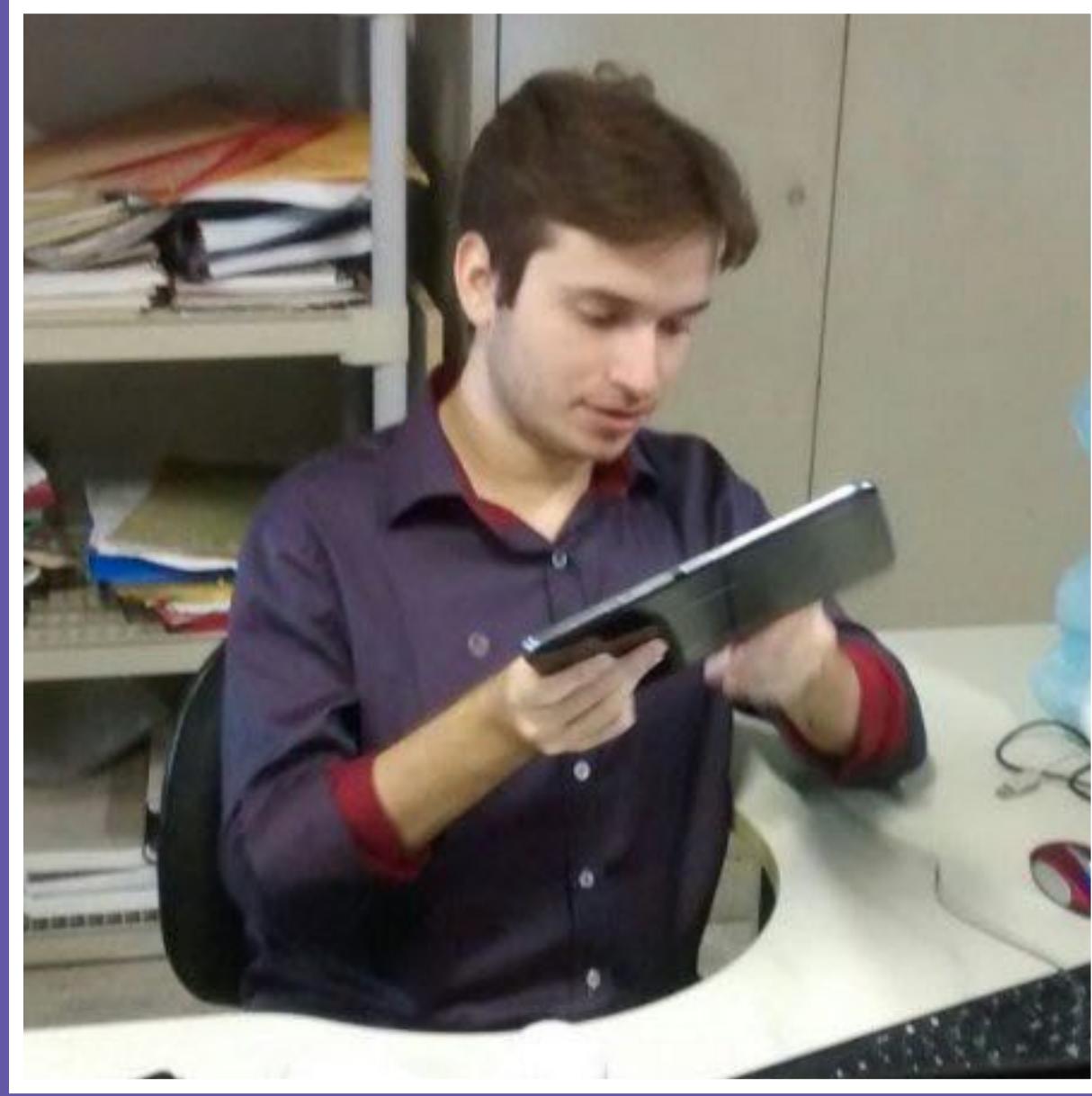


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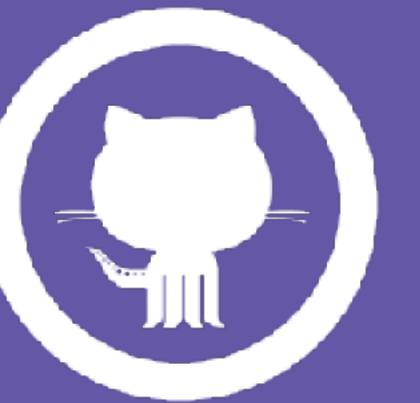


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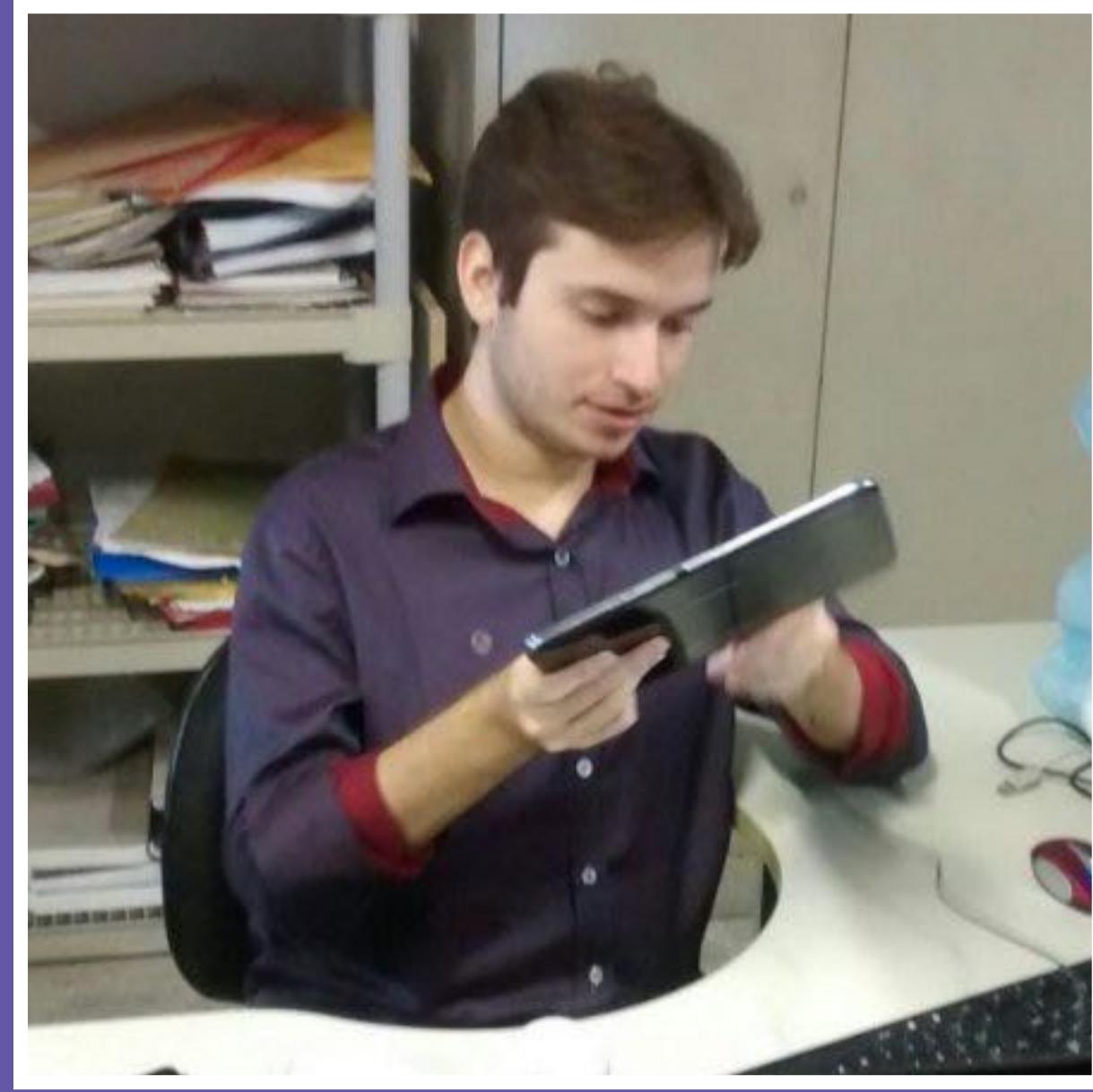


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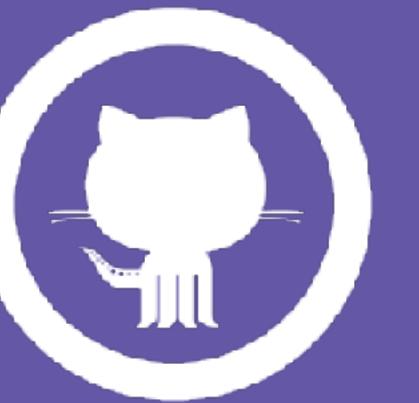


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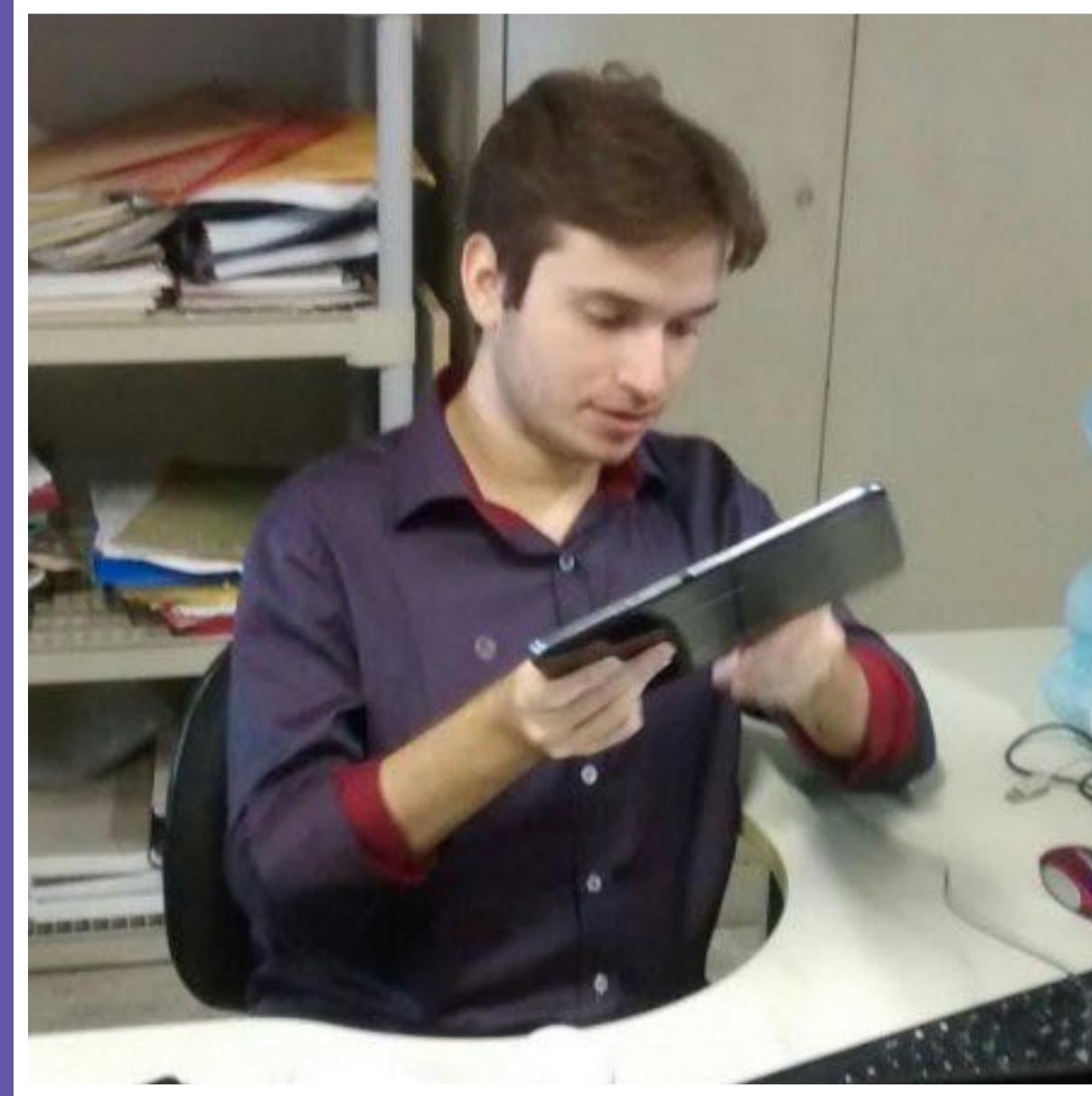


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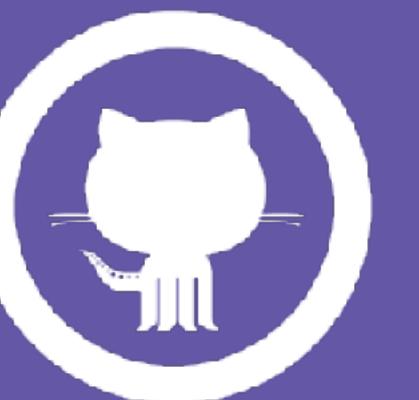


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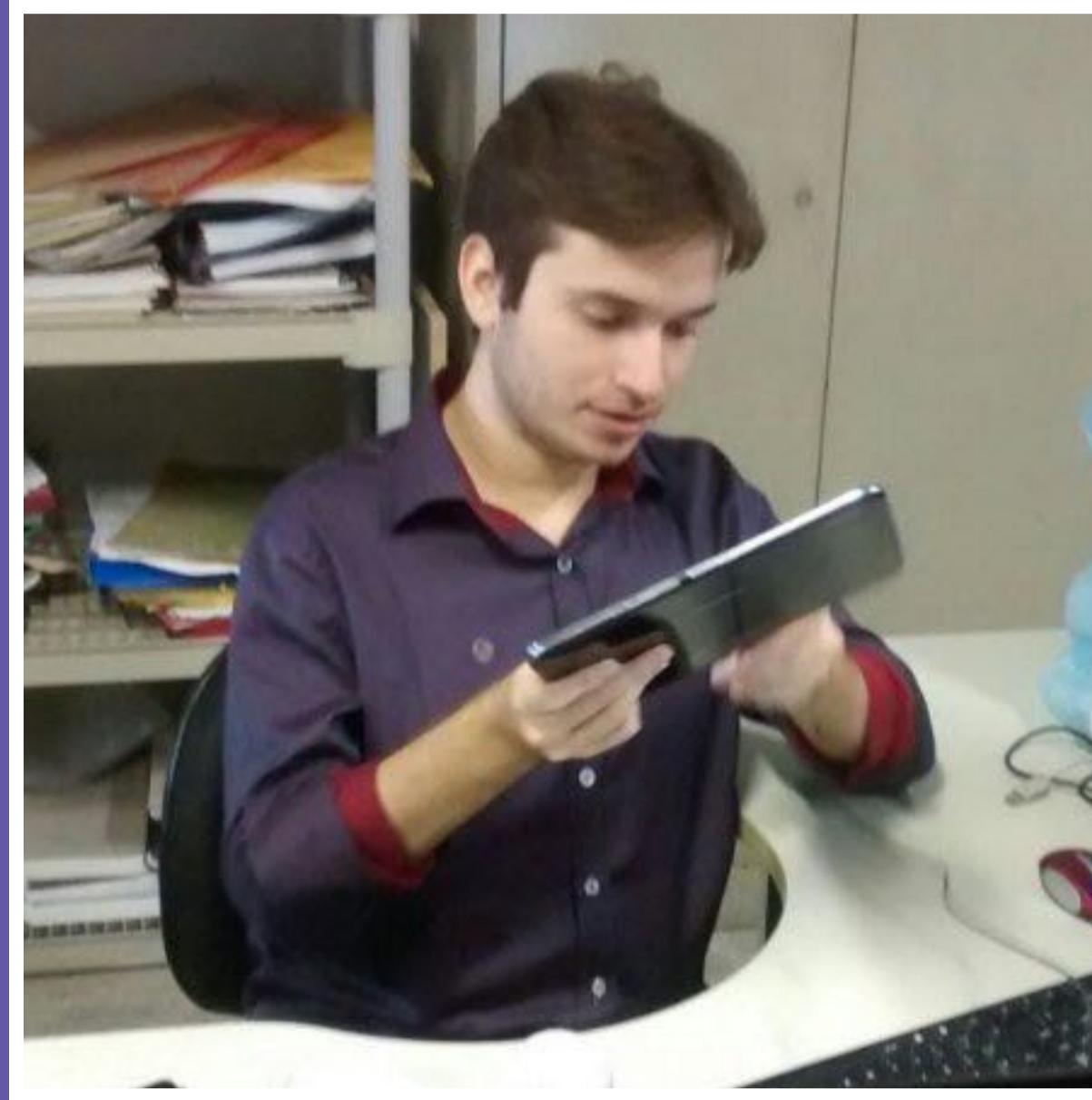


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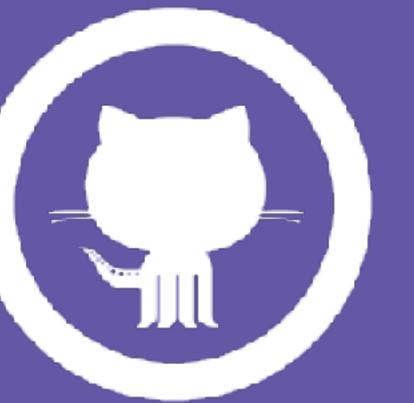


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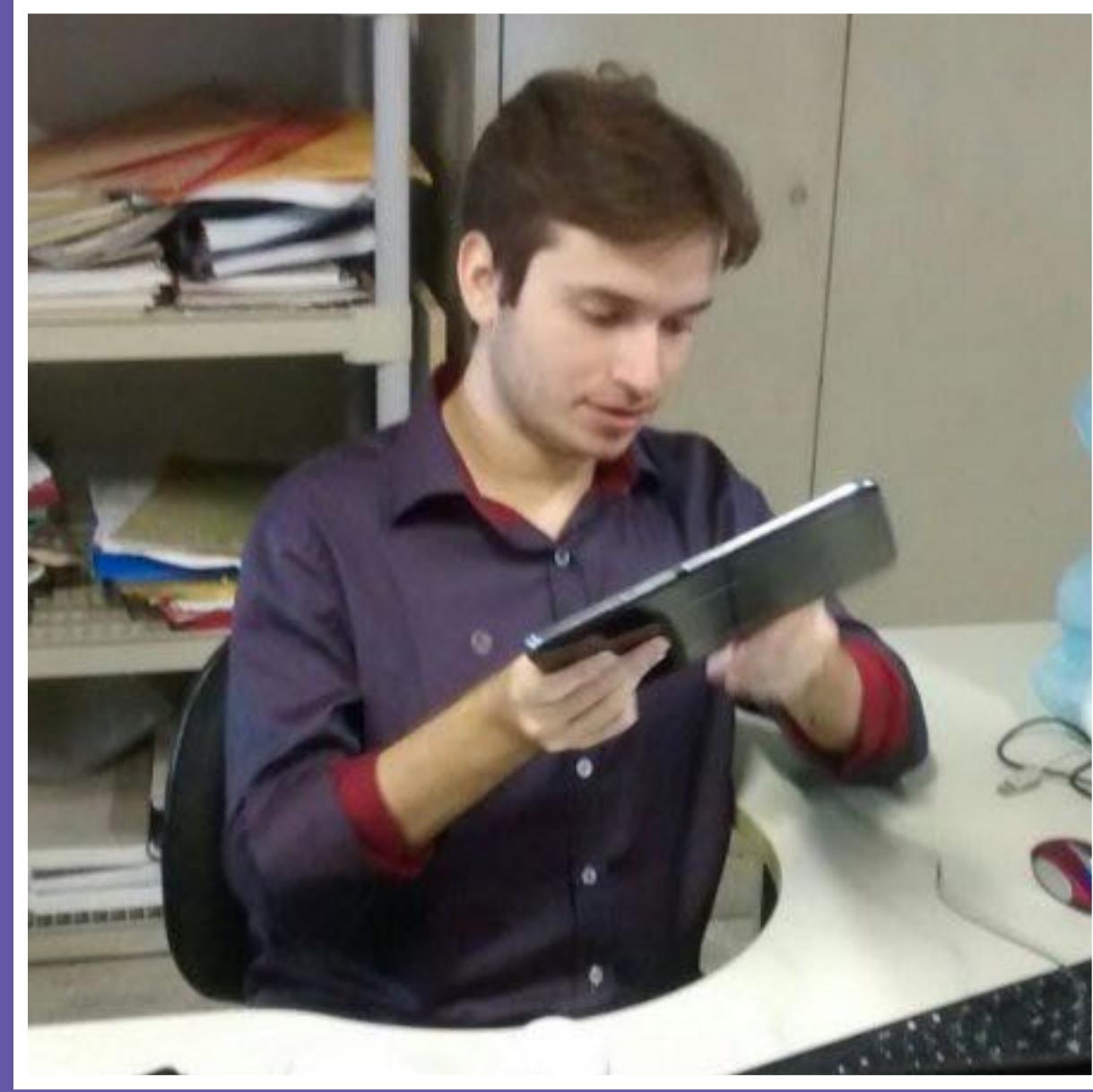


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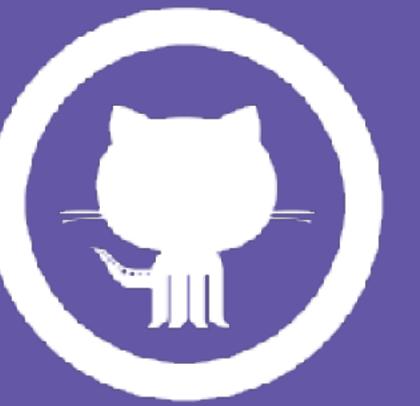


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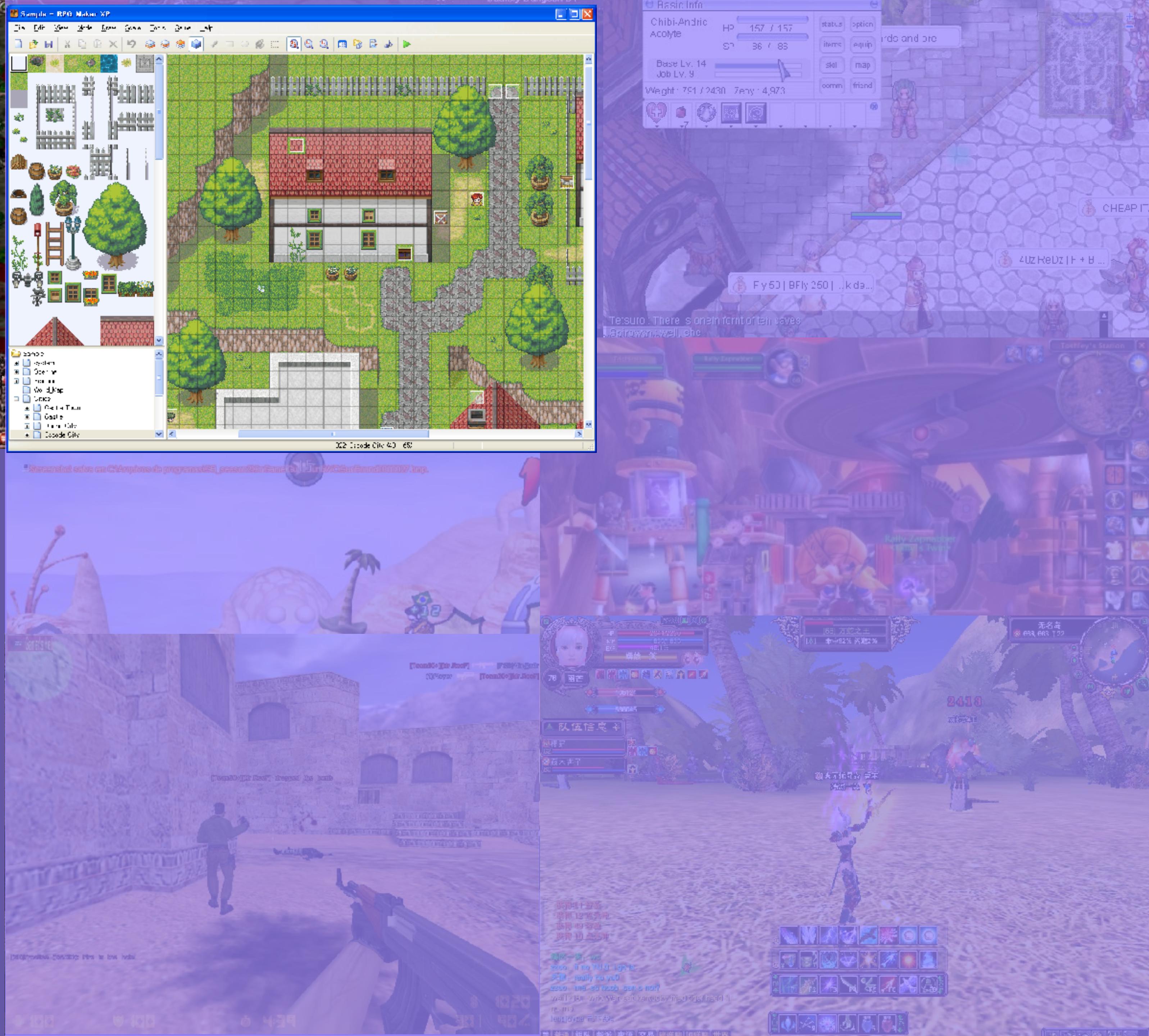




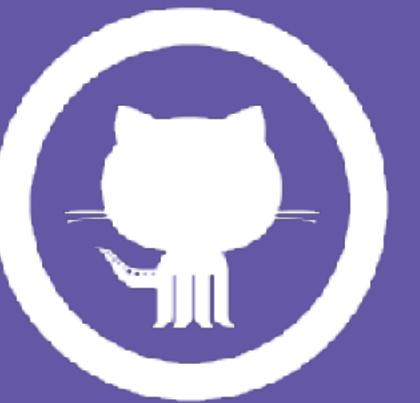
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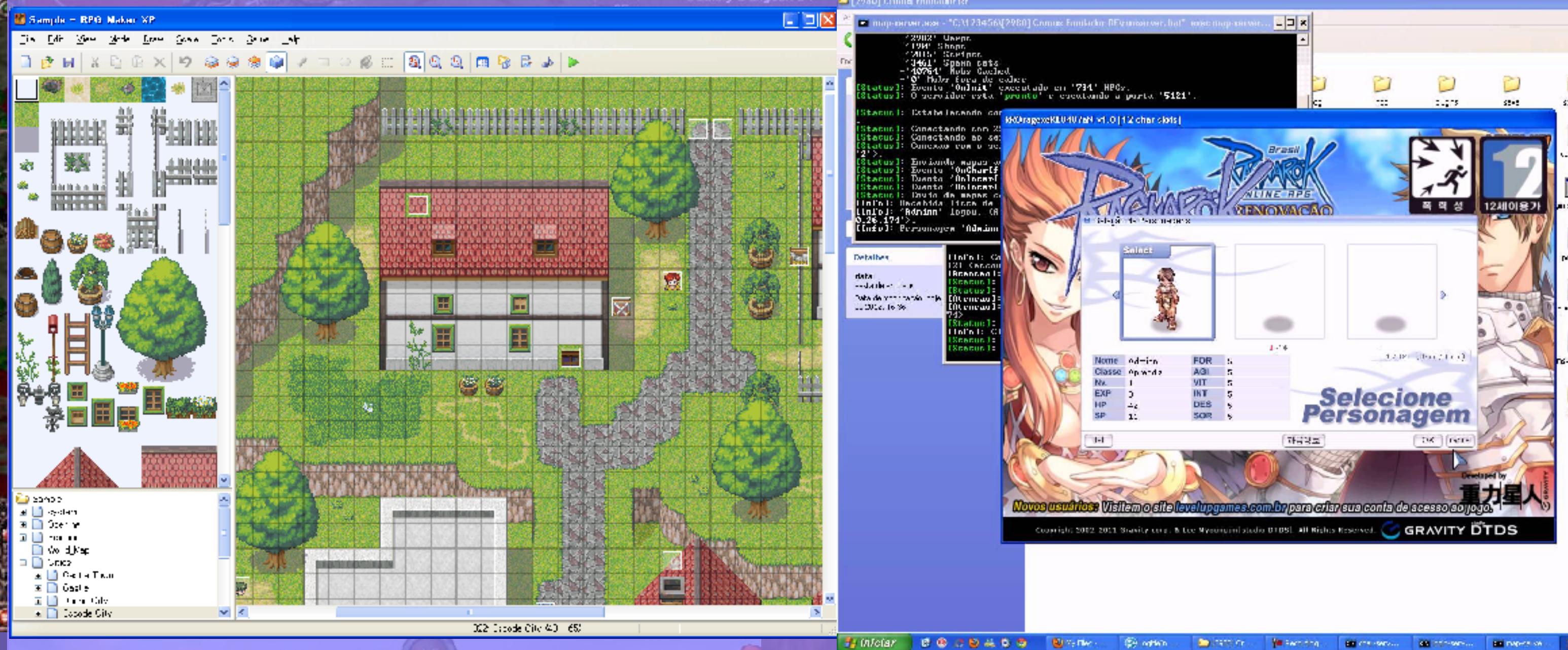
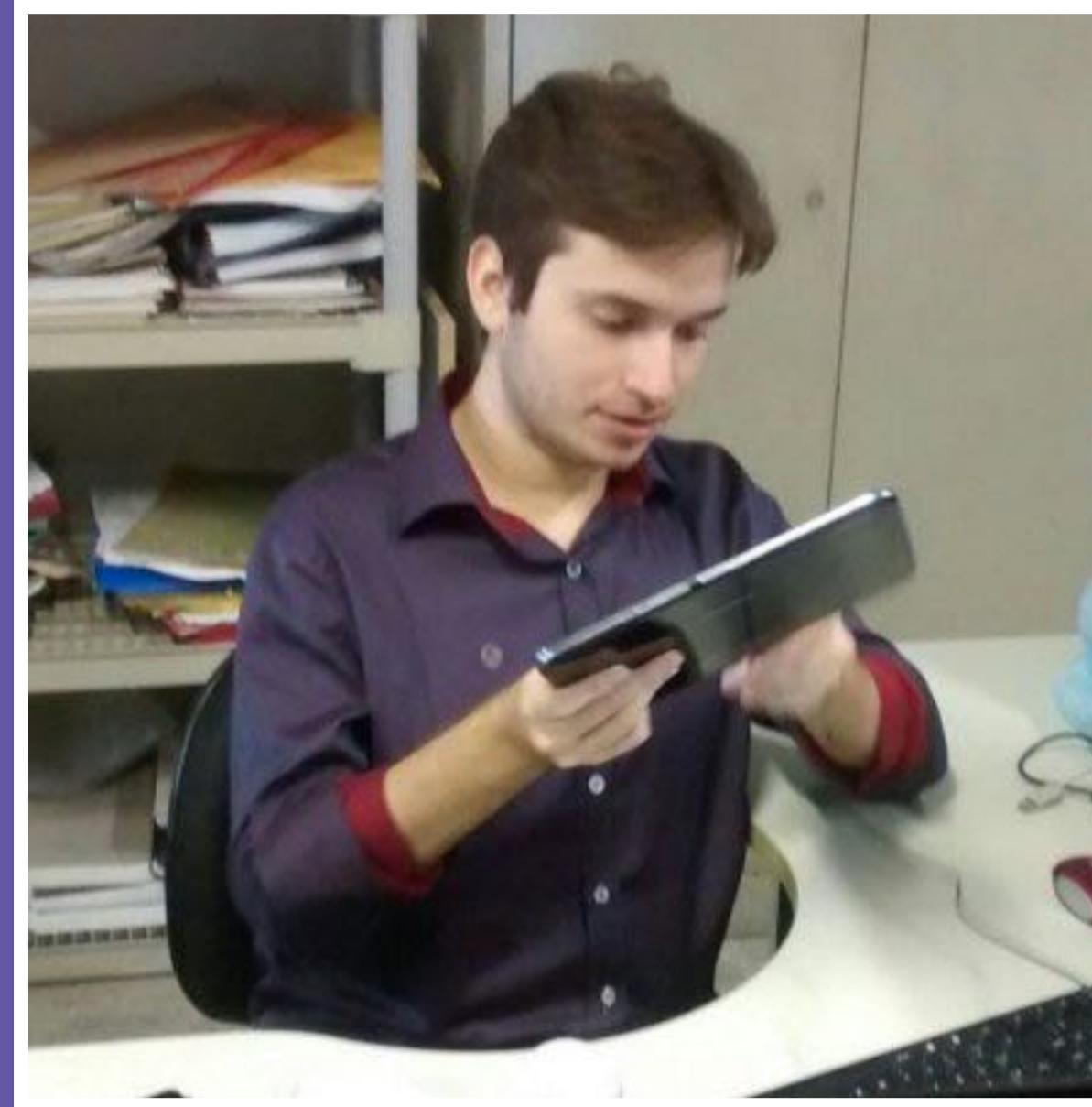
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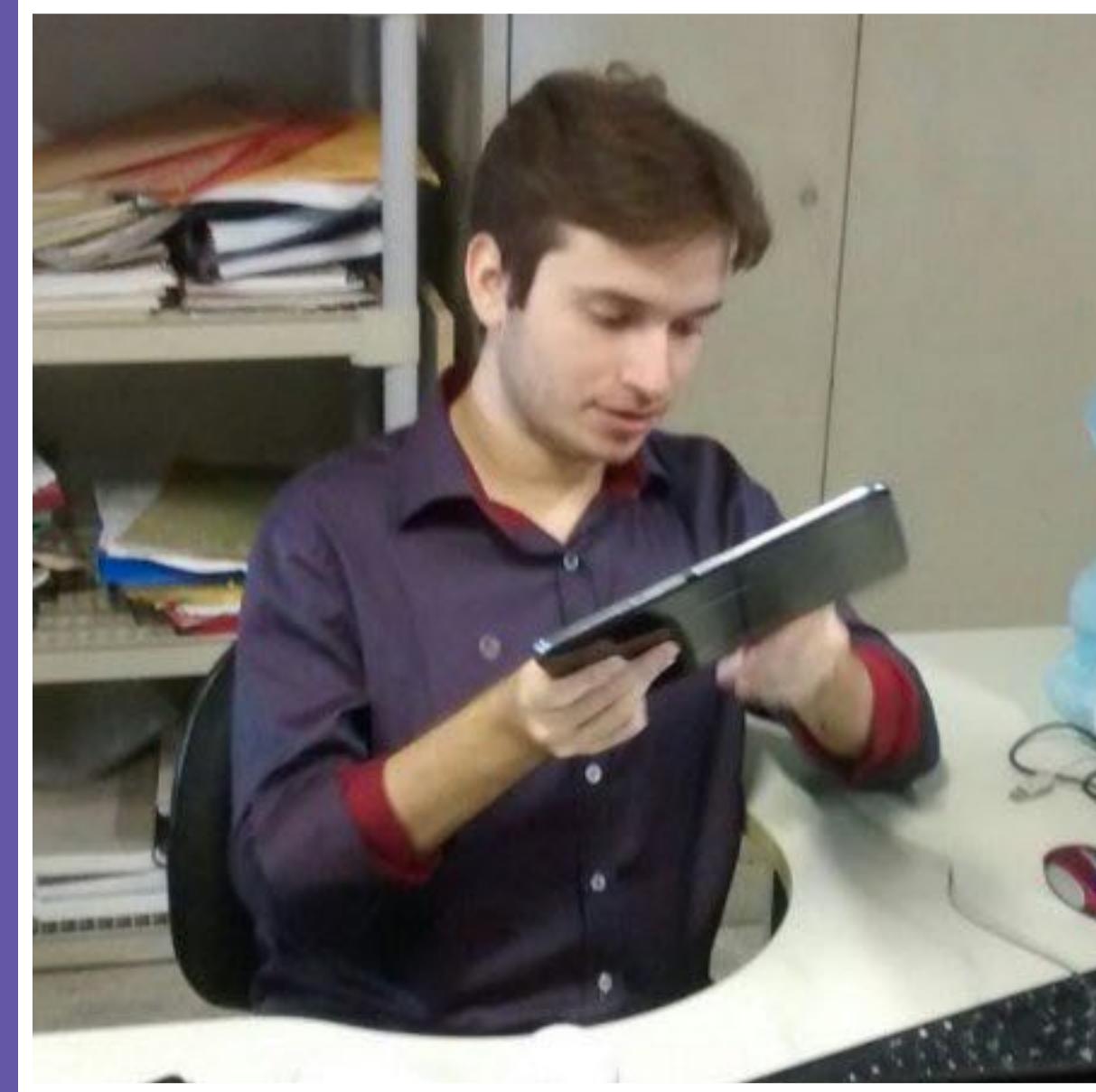


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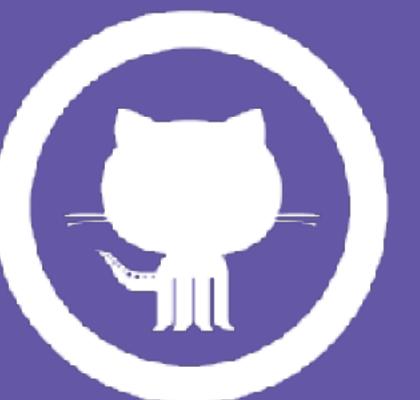


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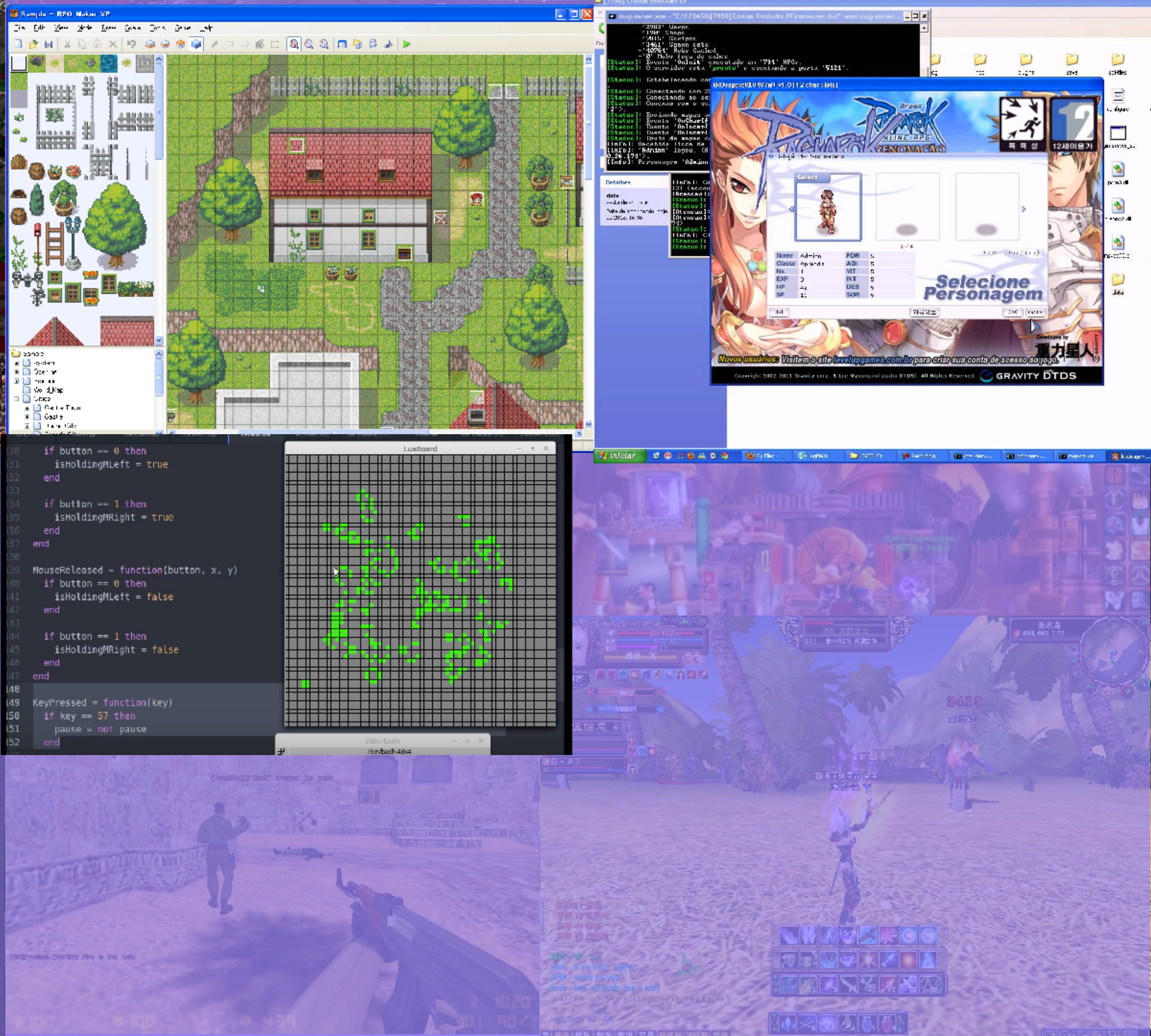




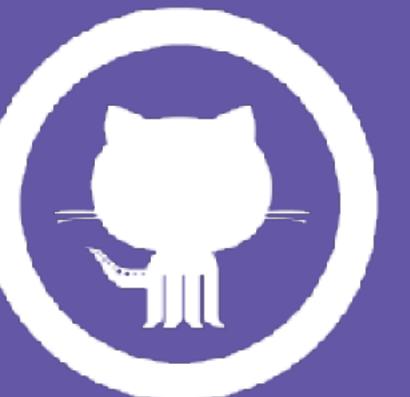
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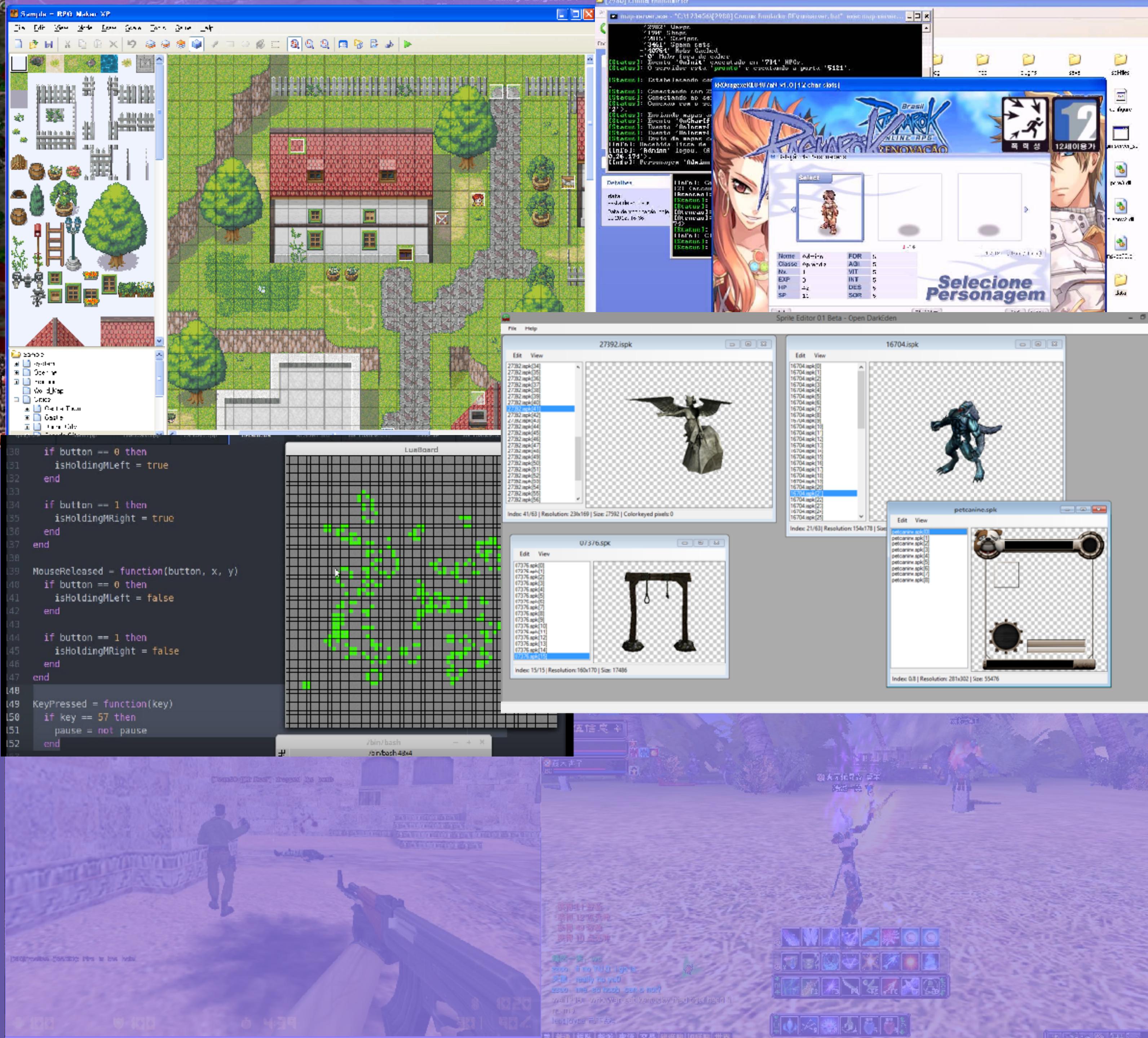
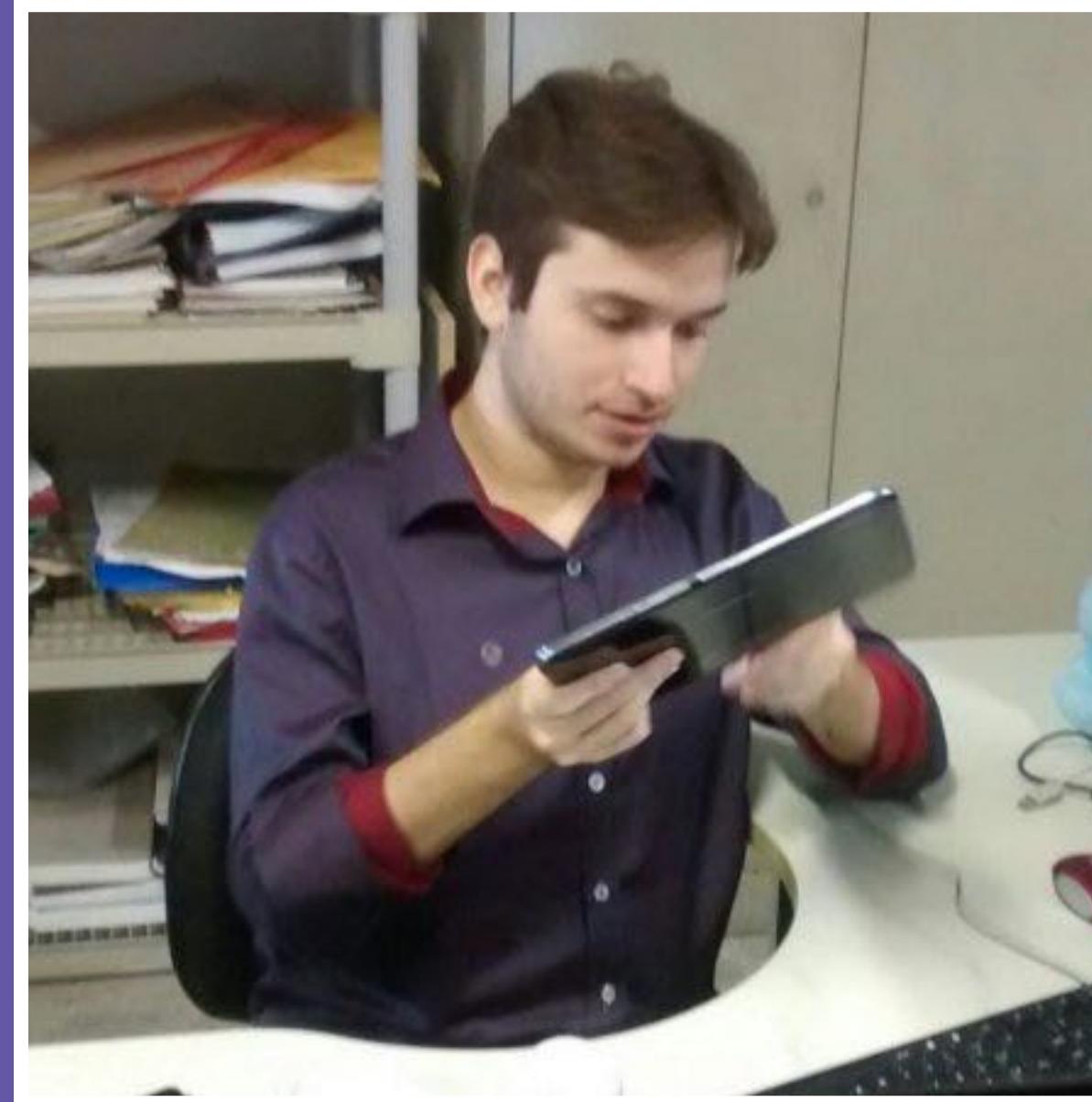
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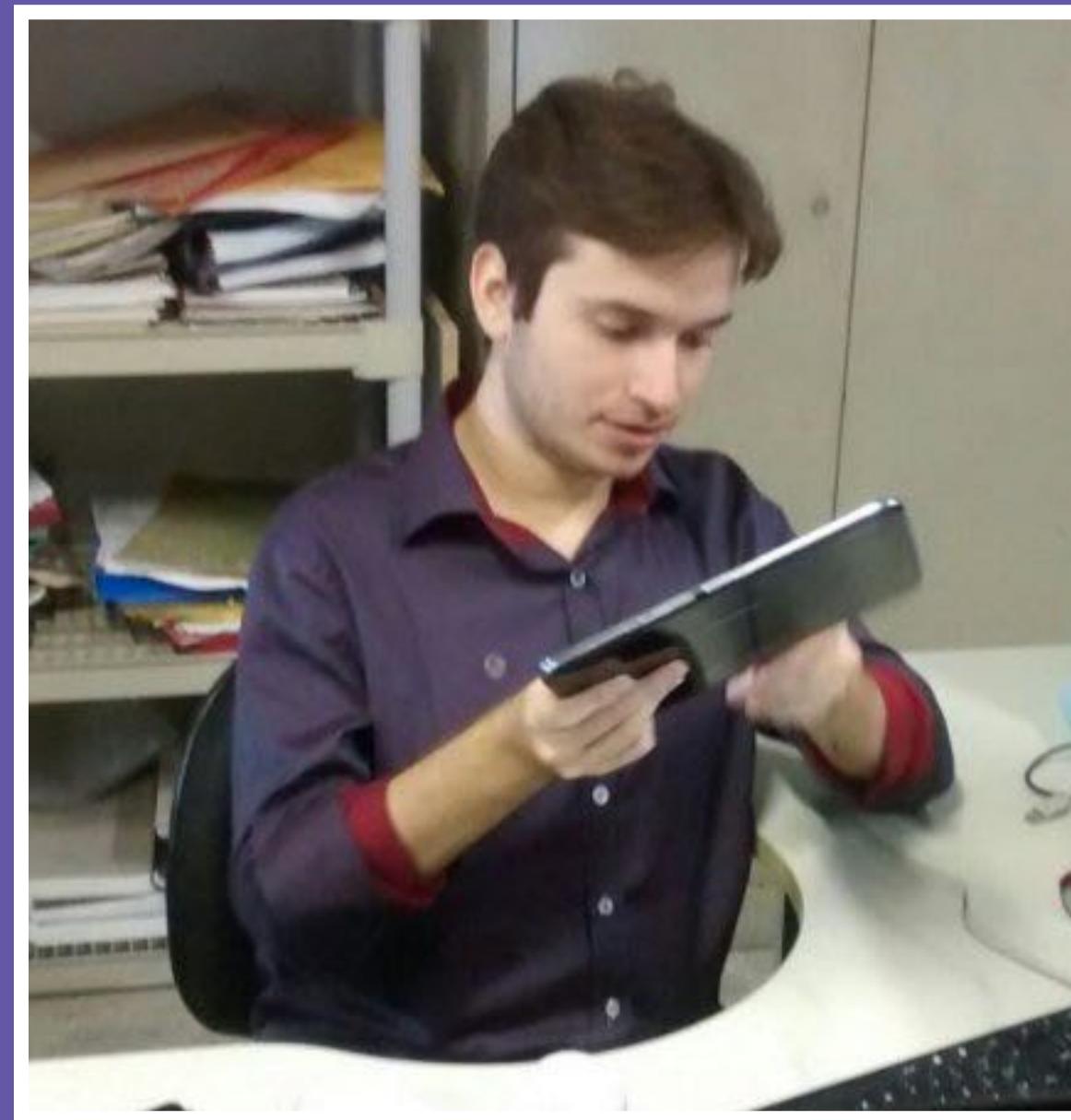


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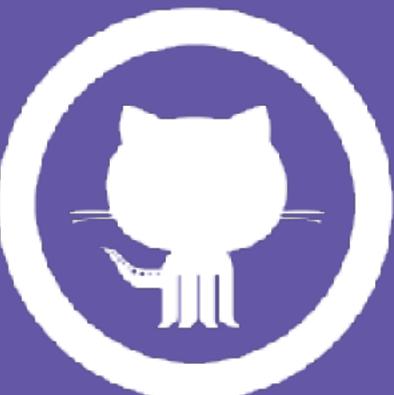


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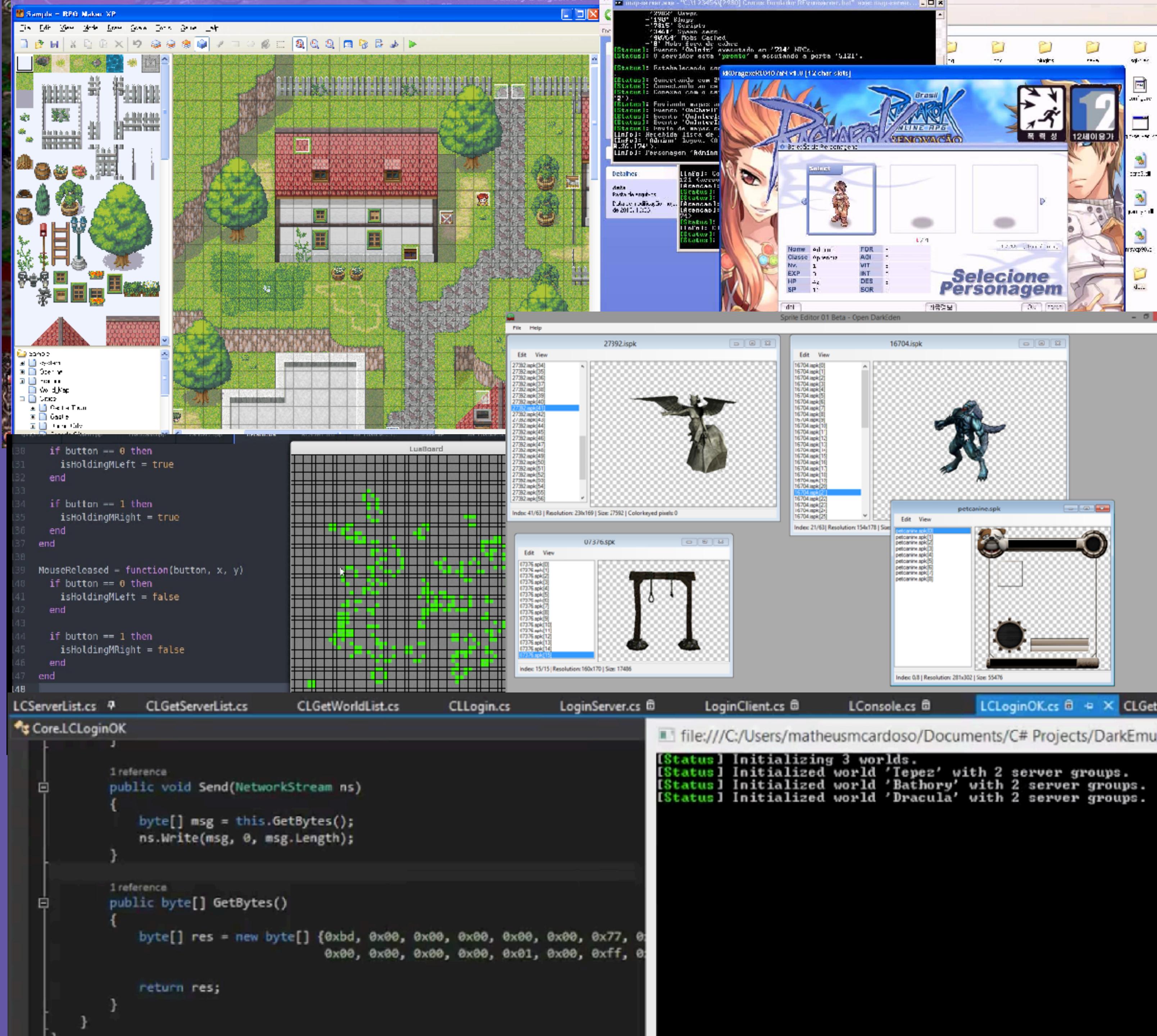


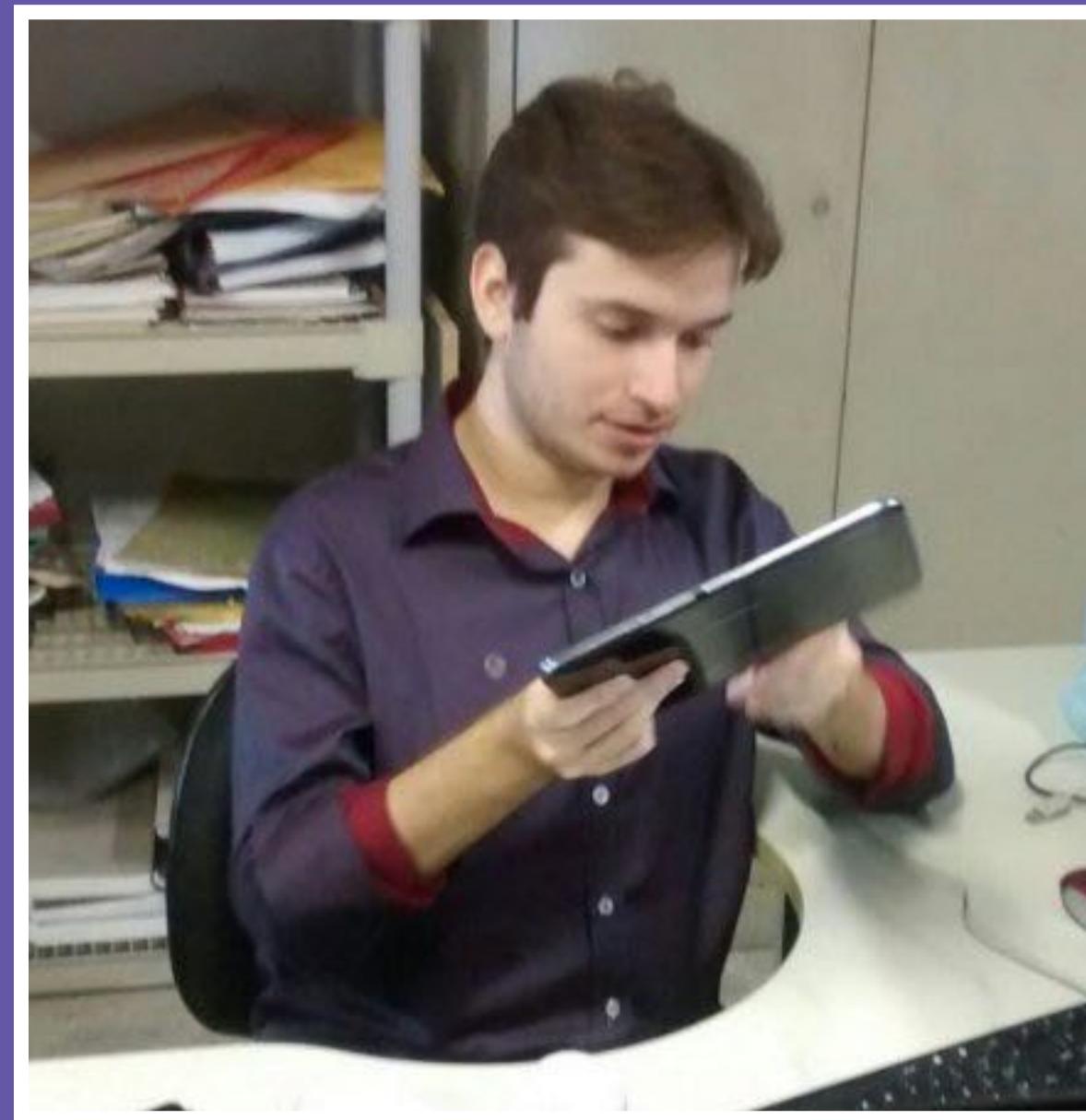


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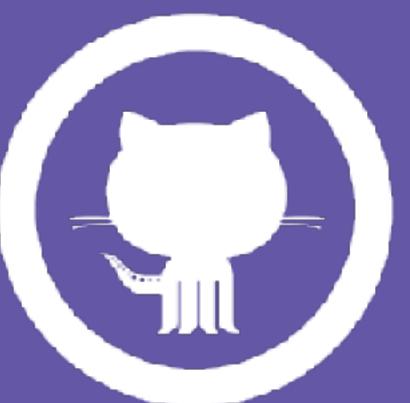


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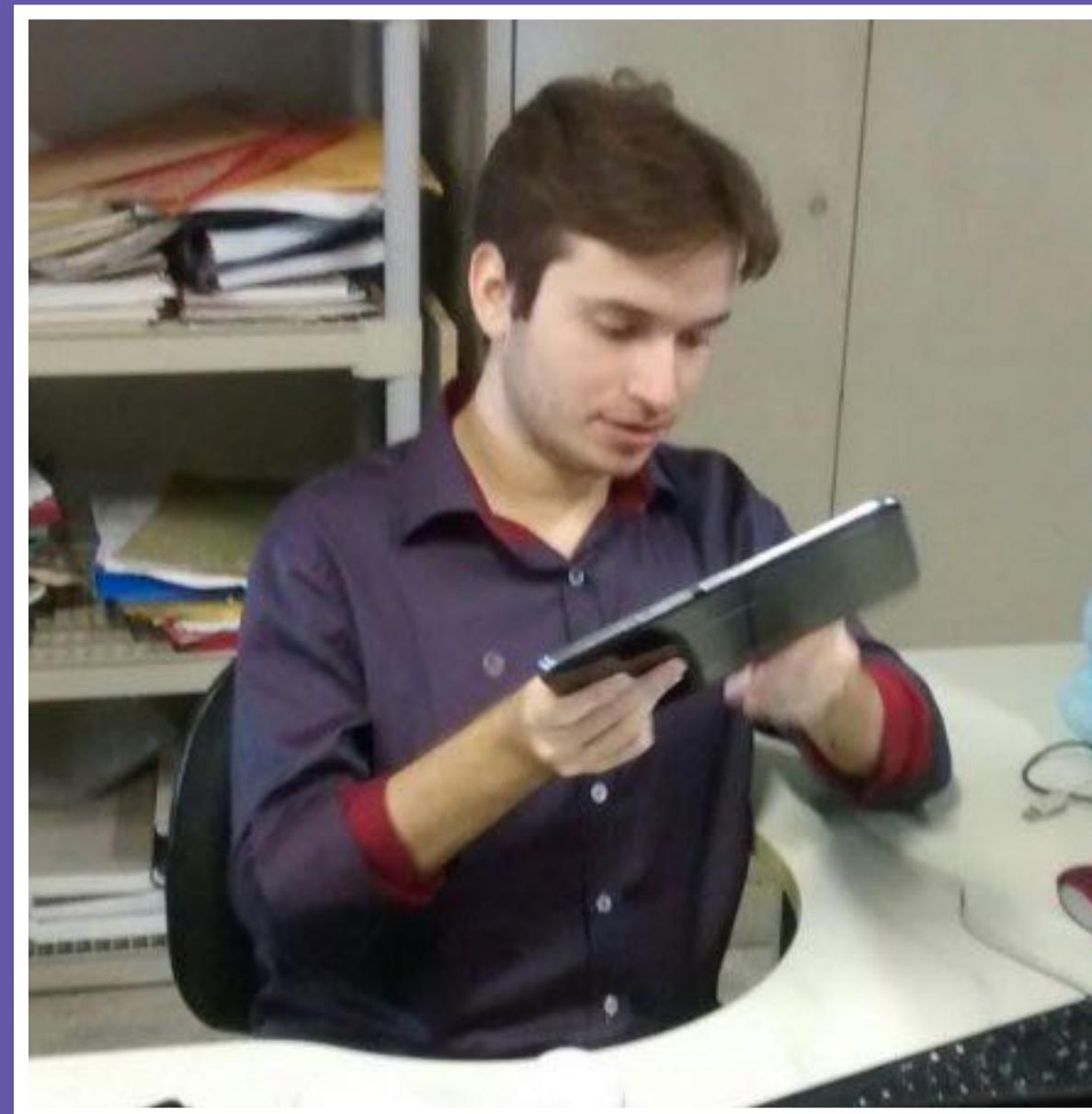
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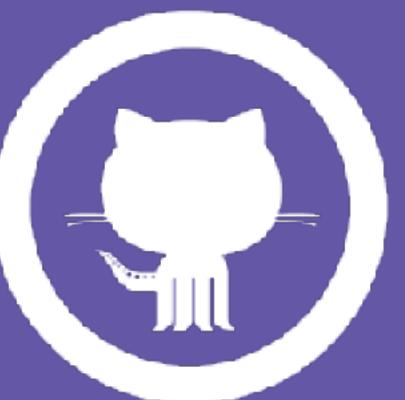
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The image shows a developer's workspace with multiple windows open:

- Top Left:** RPG Maker XP interface showing a map of a town with buildings and trees.
- Top Right:** A terminal window displaying logs in Portuguese, including messages about connecting to servers and initializing worlds.
- Middle Left:** A code editor window showing C# code for a login system, specifically the `Core.LCLoginOK` class.
- Middle Right:** A character creation or selection screen titled "Seleção Personagem" with a character named "Adriana".
- Bottom Left:** A sprite editor window titled "Sprite Editor 0.1 beta - Open Darkden" showing a character sheet for "2732.ipk".
- Bottom Middle:** Another sprite editor window titled "16704.ipk" showing a character sheet for "16704.ipk".
- Bottom Right:** A third sprite editor window titled "petcaine.ipk" showing a character sheet for "petcaine.ipk".

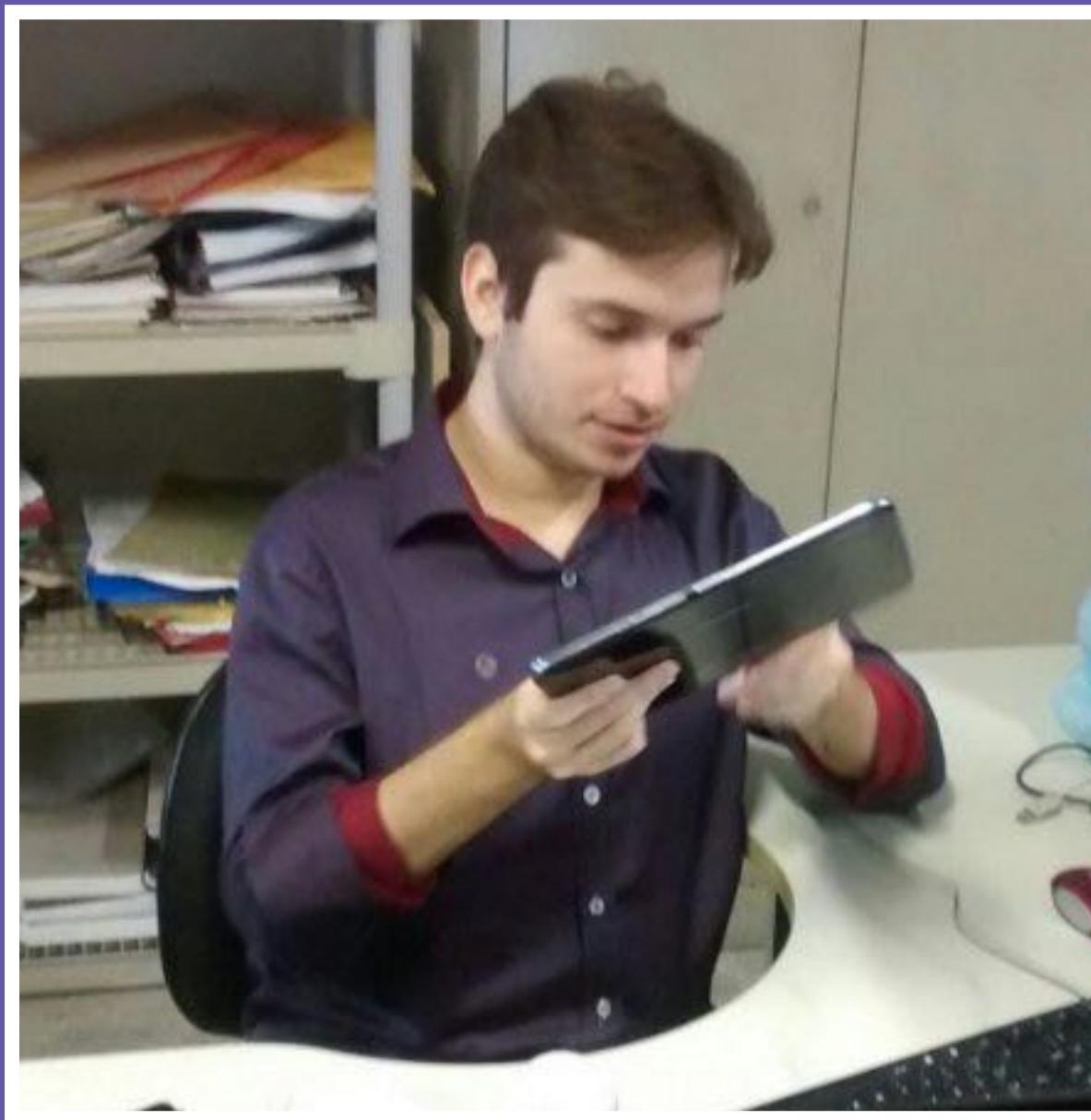


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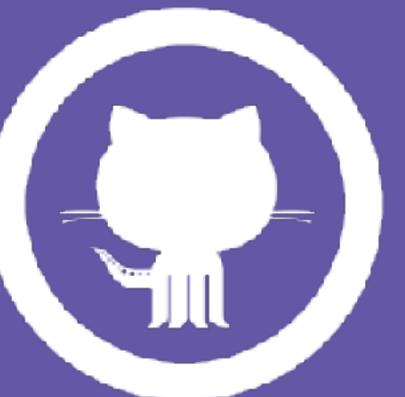


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A collage of several screenshots related to game development and digital media. At the top center is a large, stylized logo for "SISTEMAS E MÍDIAS DIGITAIS". To the right is a 3D model of a teal cube with purple glowing windows. Below the logo are several windows from a game development tool showing sprite sheets, character models, and code snippets. One window shows a character selection screen with a purple-toned image of a character. Another window shows a Lua script with logic for button presses. A bottom row of windows shows various game assets like UI elements and server-related code. The overall theme is digital media and game development.

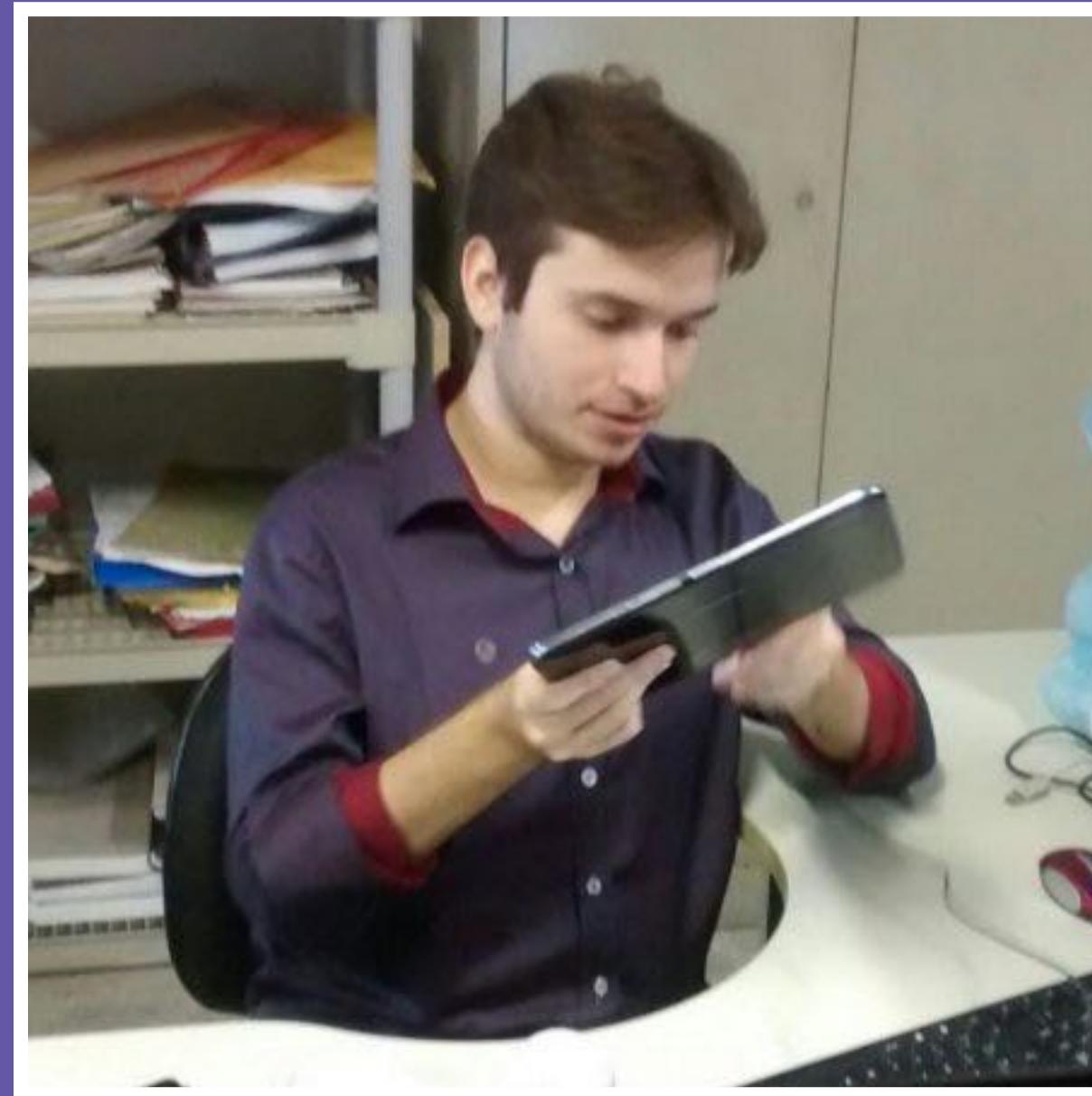


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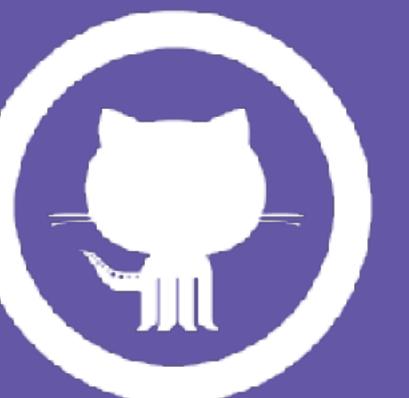


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A collage of various digital media and technology-related images. It includes:

- A large, stylized logo for "SMD SISTEMAS E MÍDIAS DIGITAIS".
- The LAPADA logo, consisting of the letters "LAPADA" in a bold, black, sans-serif font with a thick black outline, followed by "(NaSH)" in a red, handwritten-style font.
- The NaSH logo, which includes the text "Núcleo Avançado em Engenharia de Software Distribuído e Sistemas Hipermídia".
- The BEPiD logo, featuring a large orange letter "B" inside a rounded square frame, followed by the text "BEPiD BRAZIL EDUCATION PROGRAM FOR iOS DEVELOPMENT".
- The Unity logo, which is a stylized "u" shape composed of three interlocking arrows pointing upwards and outwards.
- Screenshots of game development software like RPG Maker XP showing tile-based maps and character selection screens.
- A screenshot of a VR headset and its accompanying motion controller.
- A screenshot of a computer screen displaying a terminal window with C# code and a Unity interface.
- A screenshot of a game engine interface showing multiple windows for file management and asset previewing.
- A screenshot of a game engine log window showing initialization messages for three worlds: Tepez, Bathory, and Dracula.

Fazer jogo?
E isso dá dinheiro?

GAMES

Worldwide game industry hits \$91 billion in revenues in 2016, with mobile the clear leader

DEAN TAKAHASHI @DEANTAK DECEMBER 21, 2016 7:00 AM



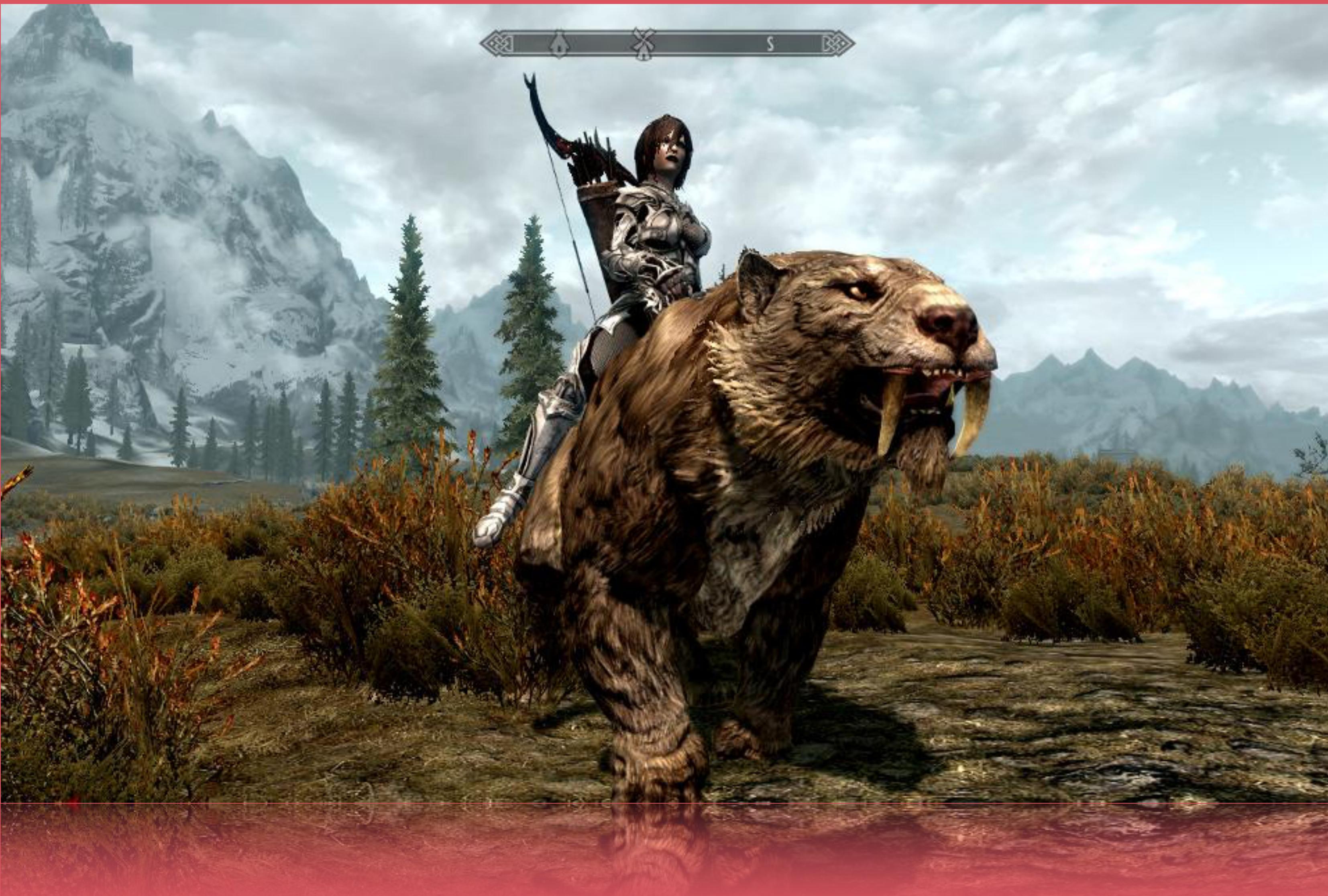
410 COMPANIES
\$8.1B FUNDED
\$38T IN VALUE
EXPLORE VENTUREBEAT.COM



Processos & Paradigmas

Game Design: Escopo

Game Design: Escopo



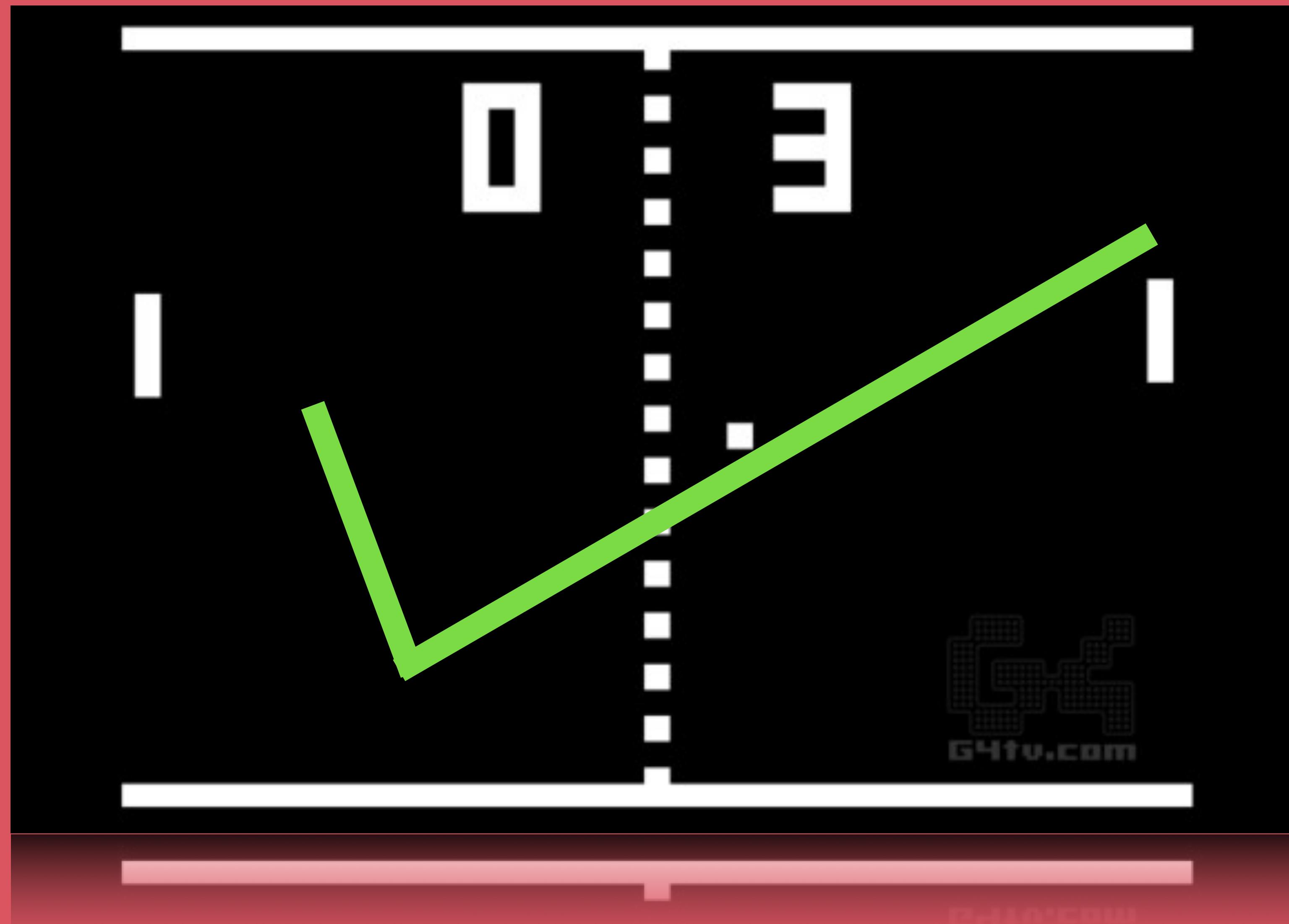
Game Design: Escopo



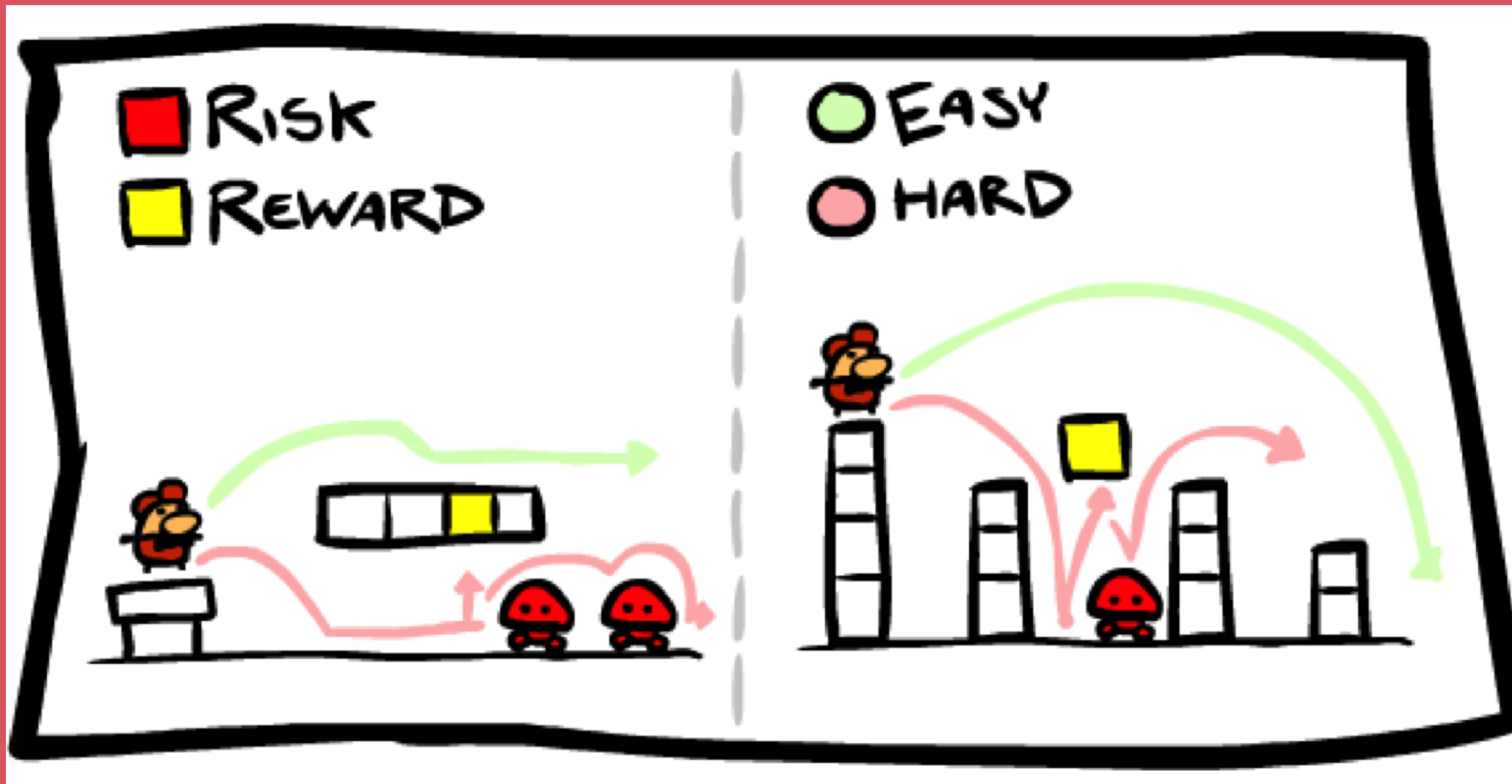
Game Design: Escopo



Game Design: Escopo



Game Design: Storyboarding



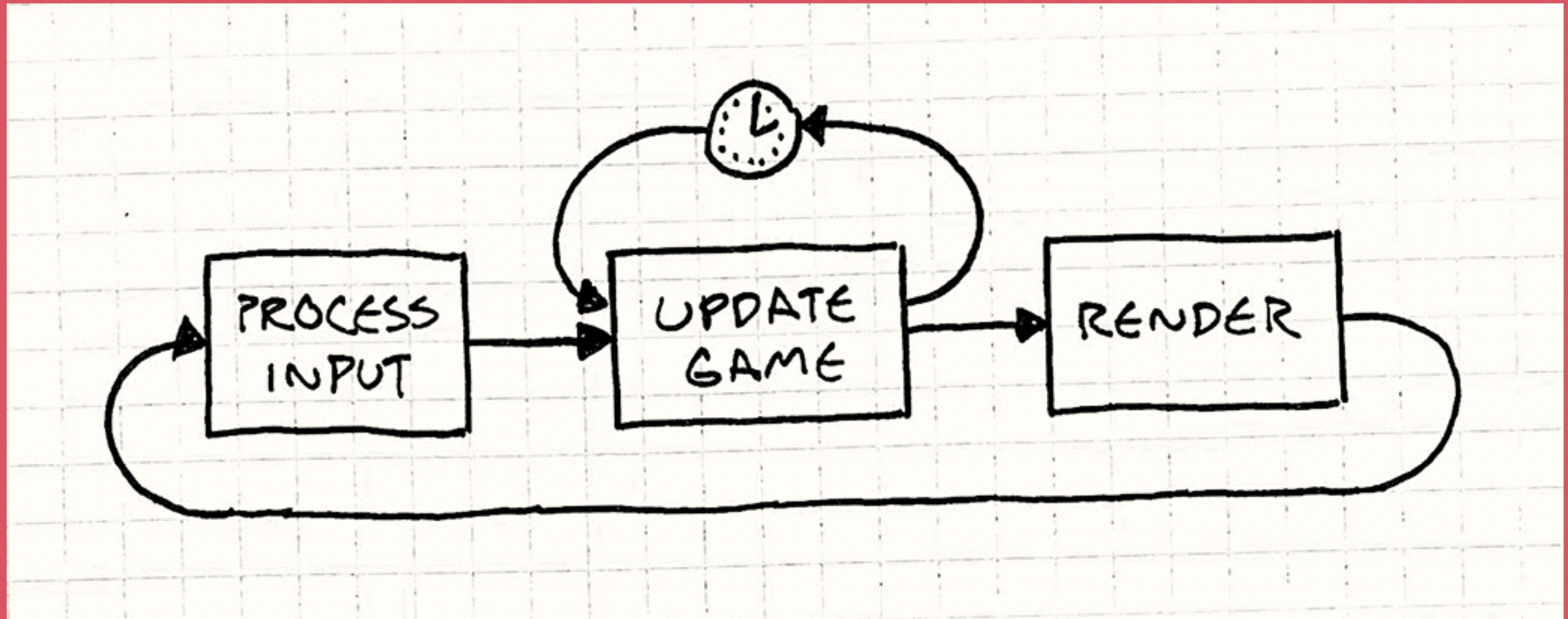
Game Design: GDD

Game
Design
Document(s)

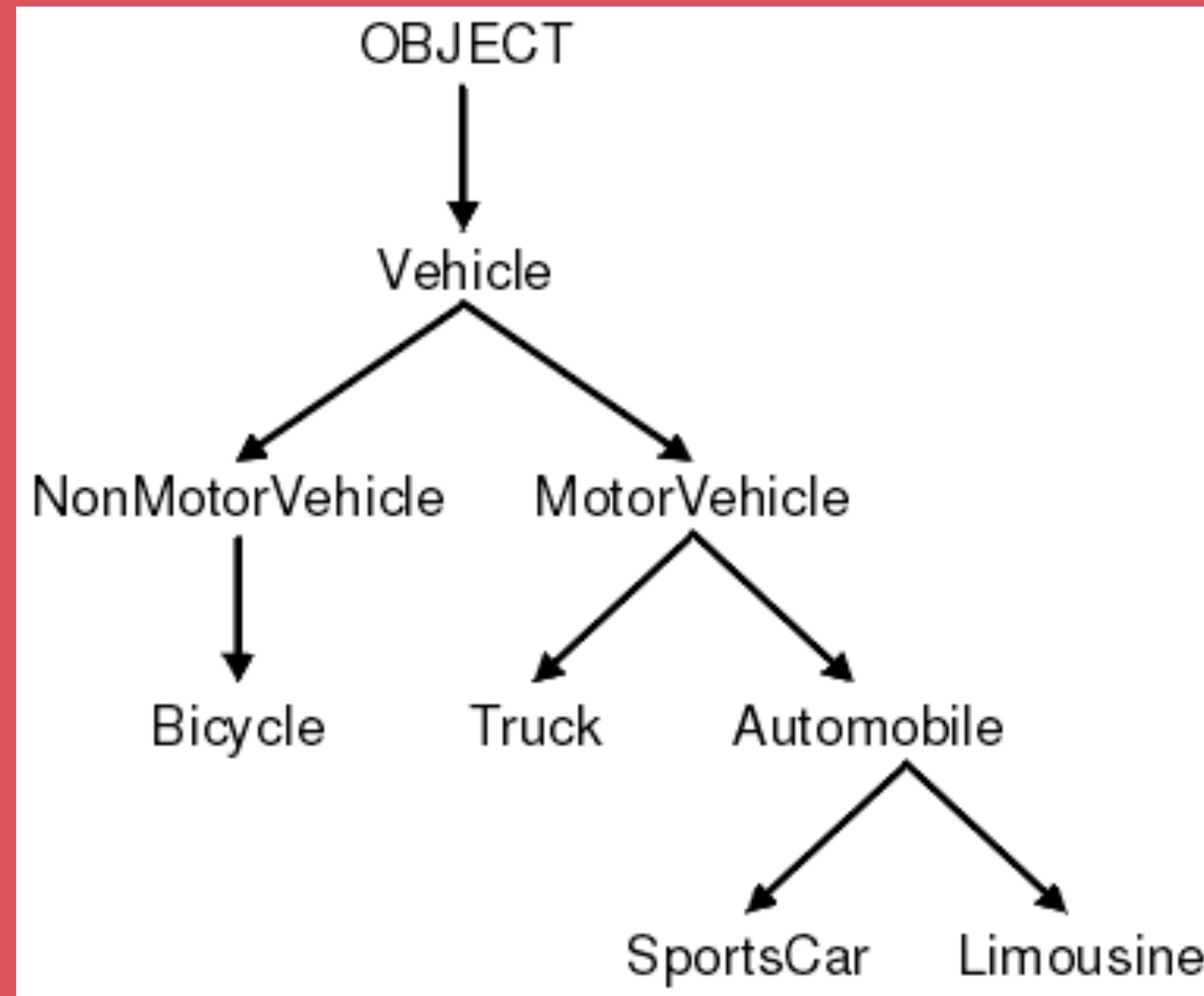


- Telas
- Contexto
- Estética
- Elementos
- Objetivos

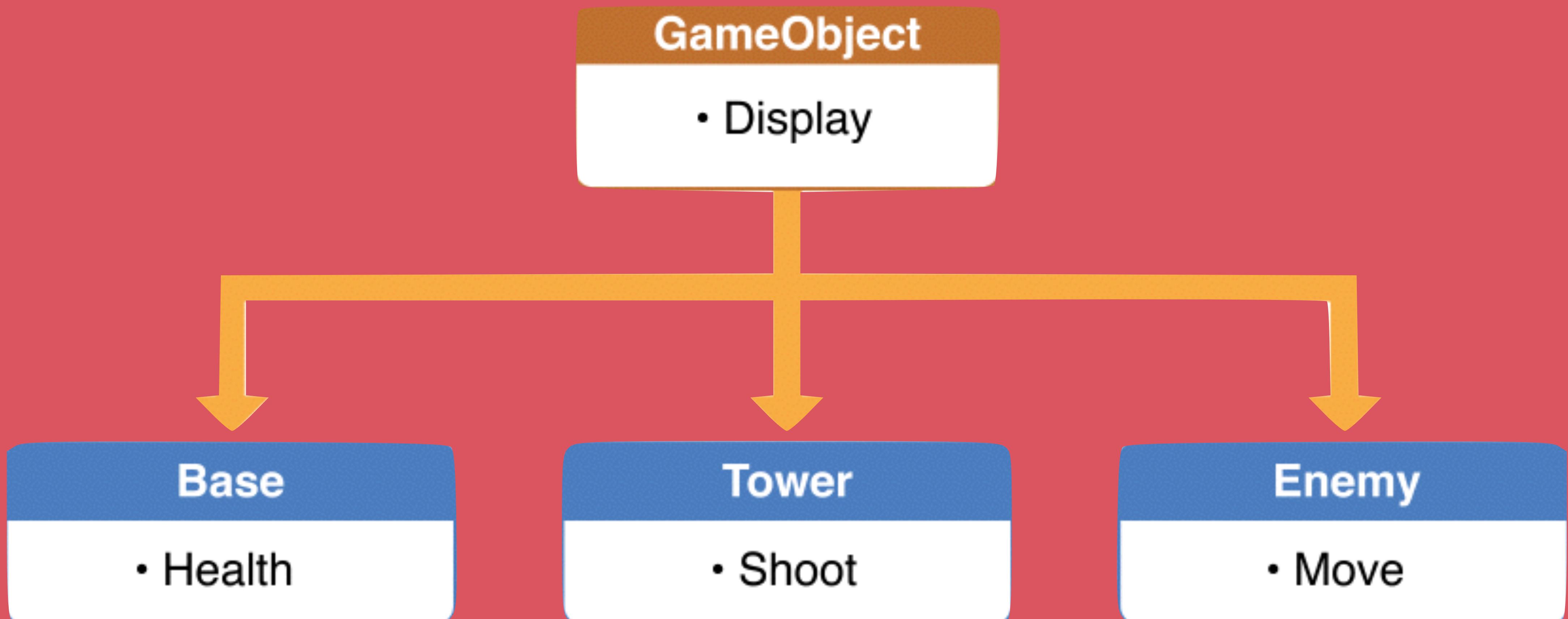
Paradigmas: Game Loop



Paradigmas: Object Oriented Entities

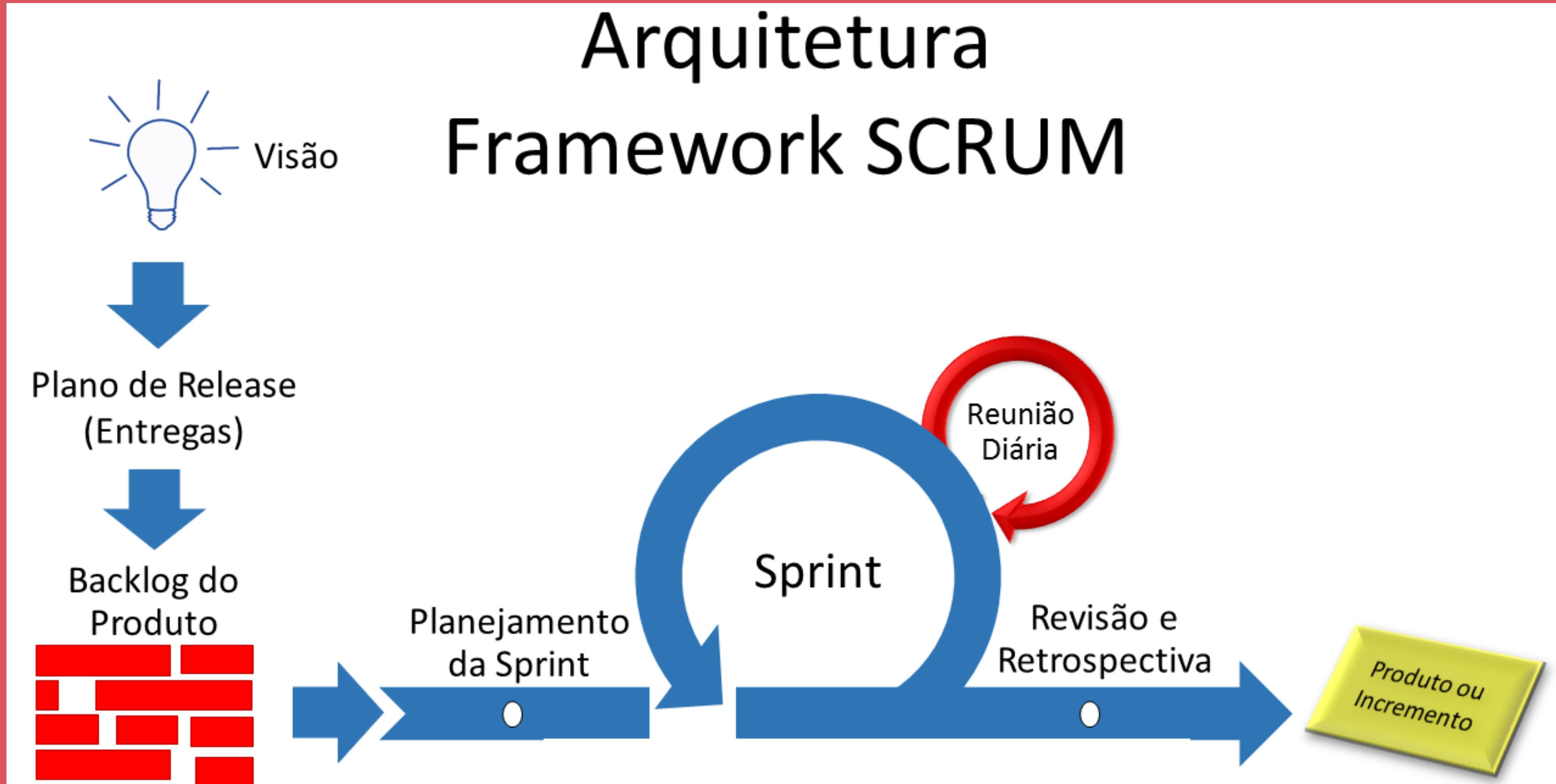


Paradigmas: Entity Component System



Melhor implementação: Unity

Desenvolvimento: MVP & Scrum



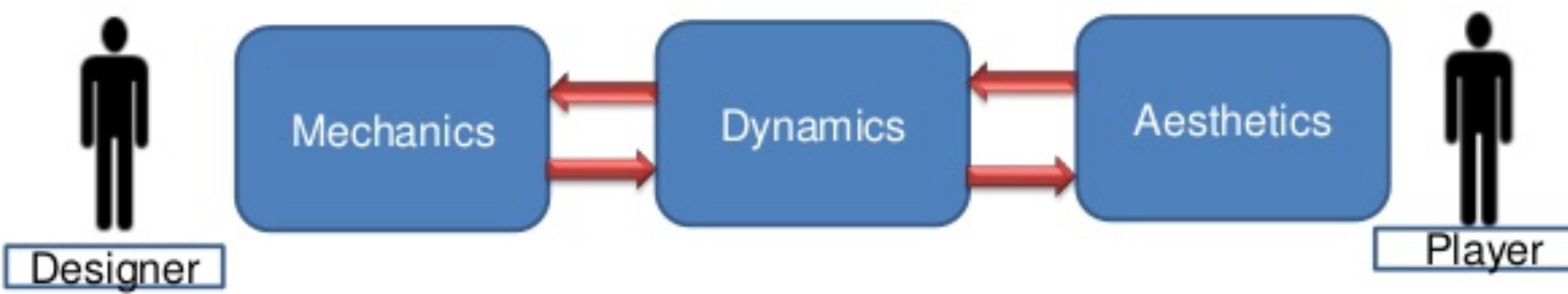
QA: MDA



QA: MDA

MDA framework

- In game design the **Mechanics-Dynamics-Aesthetics** (MDA) framework is a tool used to analyze games.



- Mechanics** - base components of the game, rules, algorithms and data structures in the game engine etc.
- Dynamics** – interaction mechanics and players.
- Aesthetics** - emotional responses of players
- Mechanics** of MDA framework is very important in game design.

Ferramentas

Ferramentas: Projeto



Google Drive
<http://drive.google.com>



GitHub
<http://github.com>

Ferramentas: Autoração



GIMP

<https://www.gimp.org>



THE ULTIMATE 2D GAME ANIMATION SOLUTION

<https://brashmonkey.com>

Inkscape



<https://inkscape.org/>



<http://www.audacityteam.org>

Ferramentas: Desenvolvimento



Corona

<https://coronalabs.com/corona-sdk/>



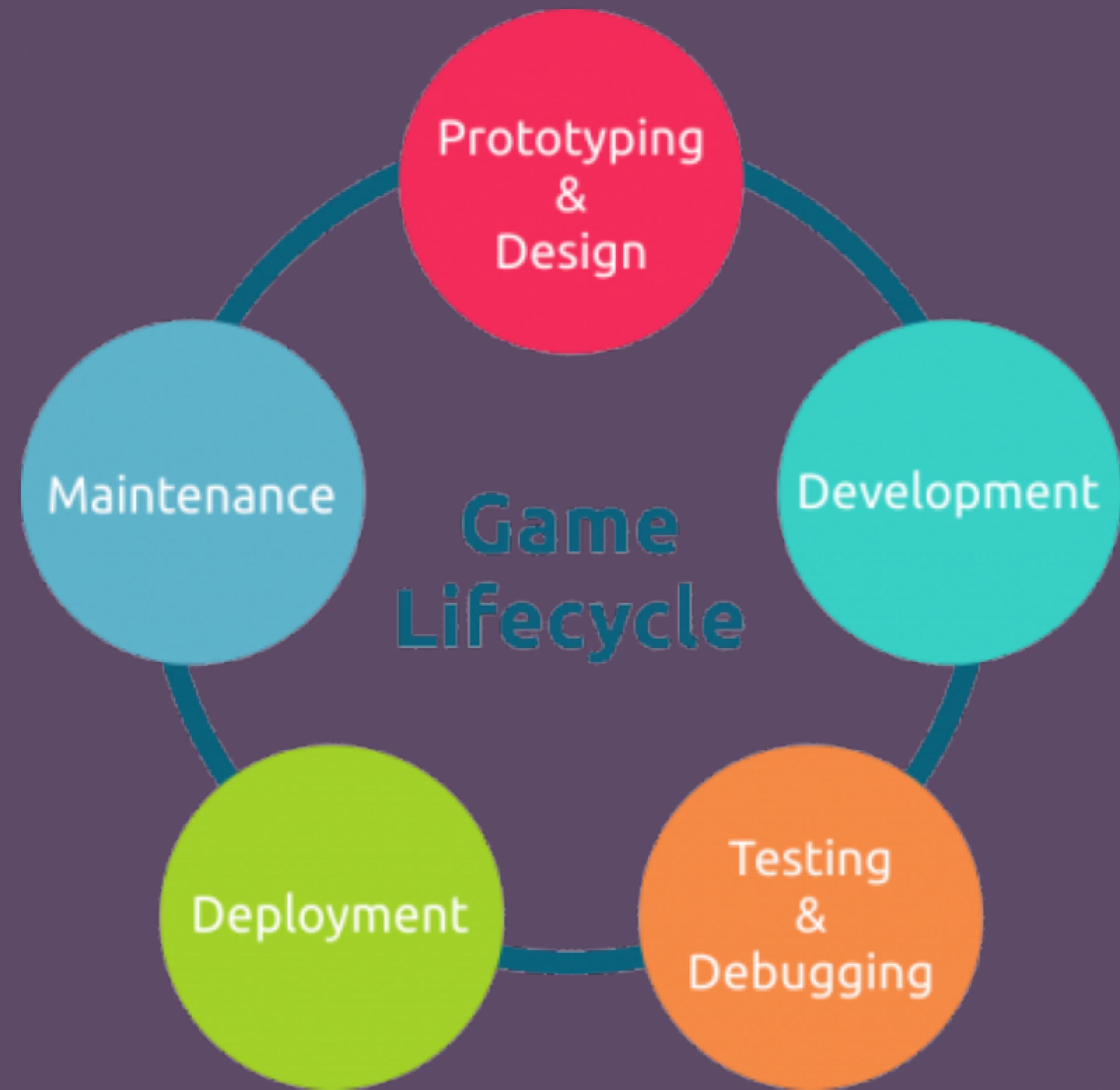
unity

<https://unity3d.com>

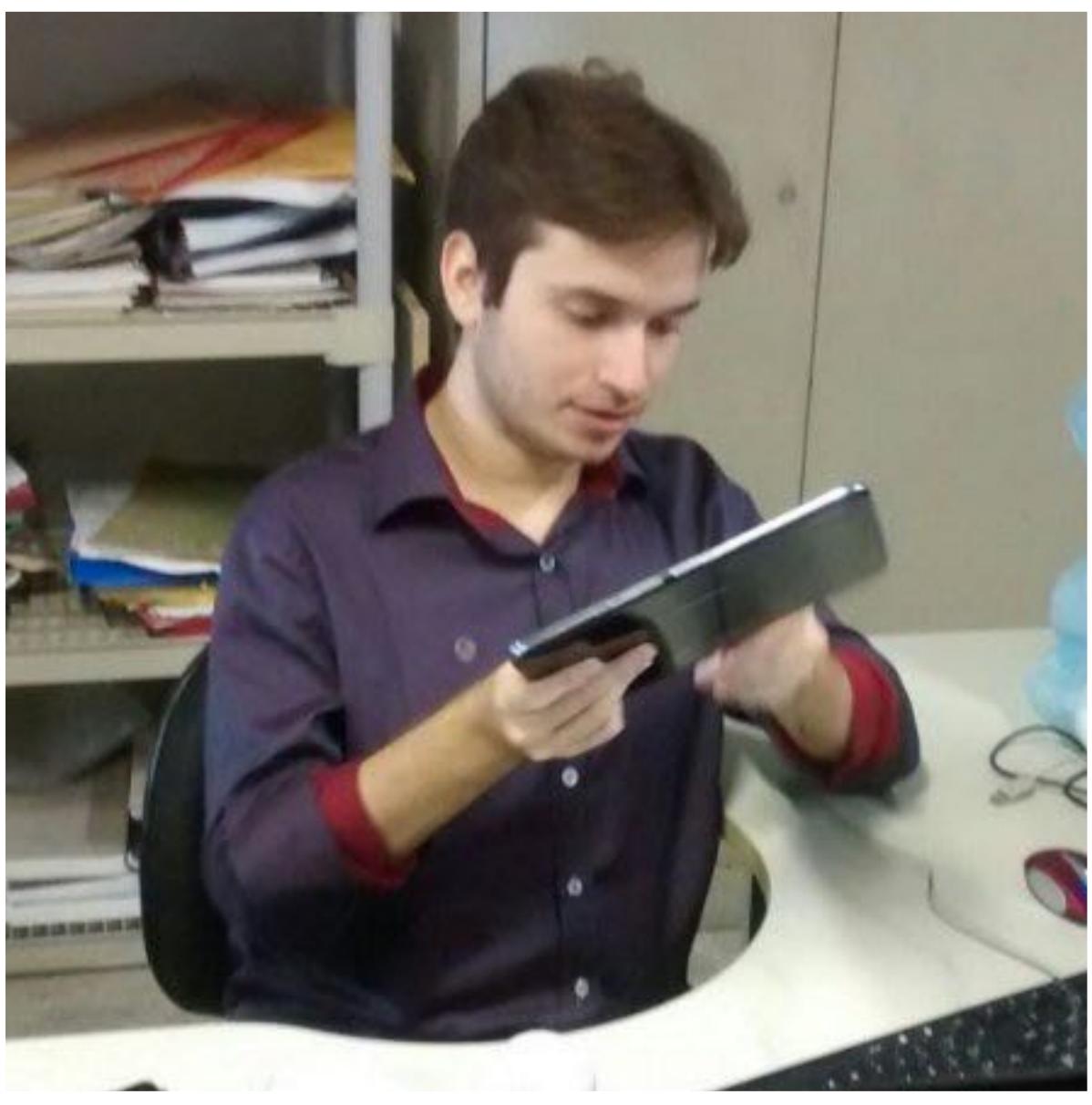
- Próprio para 2D
- Apenas mobile
- Agnóstico
- Suporta 2D
- Multiplataforma
- ECS

Ciclo de Vida

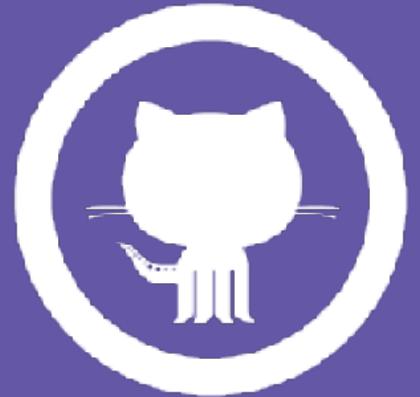
Game Lifecycle



DEVLOGS



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blaugame.com

It all starts with a gesture, then evolves with physics, but the end is up to you.

