

Friday 30th May 2025

Inter-studio Session

Inter-studio Session

- Theory Recap
- Worksheet discussion
- Technical Design Document discussion
- Benefits of inter-studio talks
- News, Questions, & Chat
 - Industry News & Announcements
 - Questions
 - Informal discussion

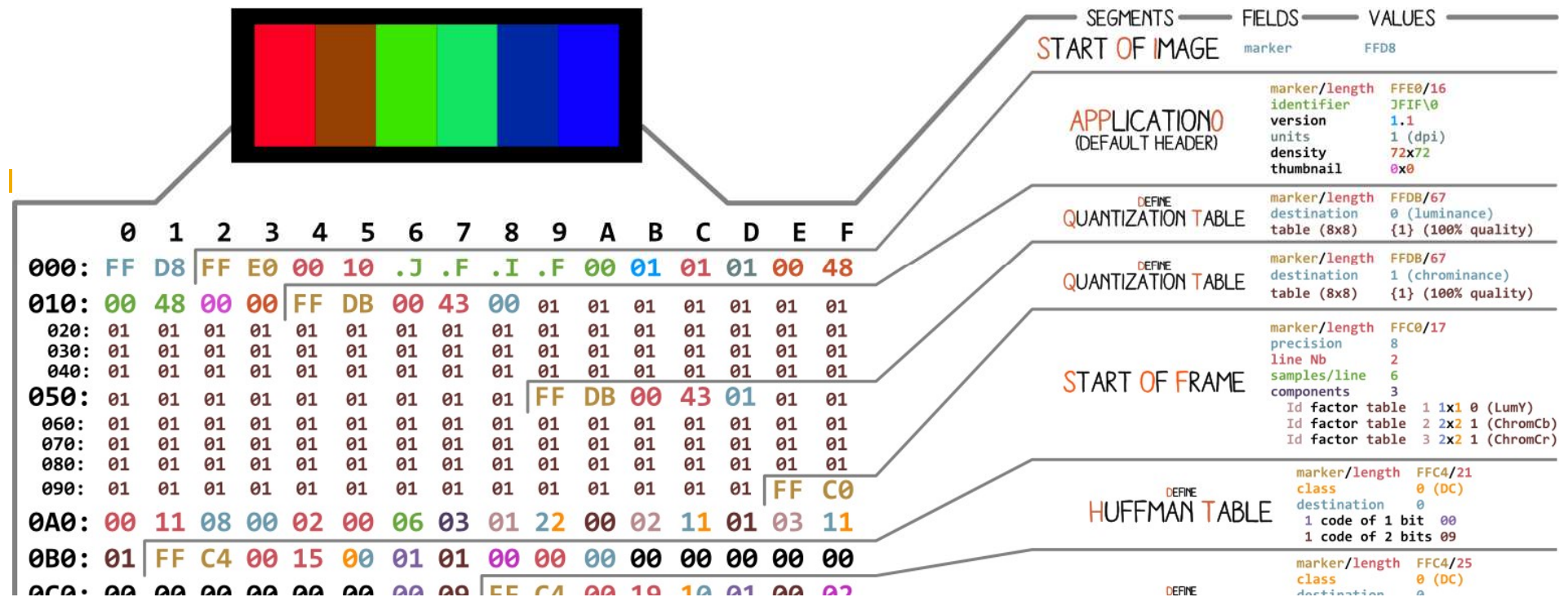
Theory Recap

- Persistent Data
 - What: Saved data (more generally “stored data”)
 - Why: Respects the players’ time invested
 - How: Record game states, settings, profiles, progress, etc.

Theory Recap

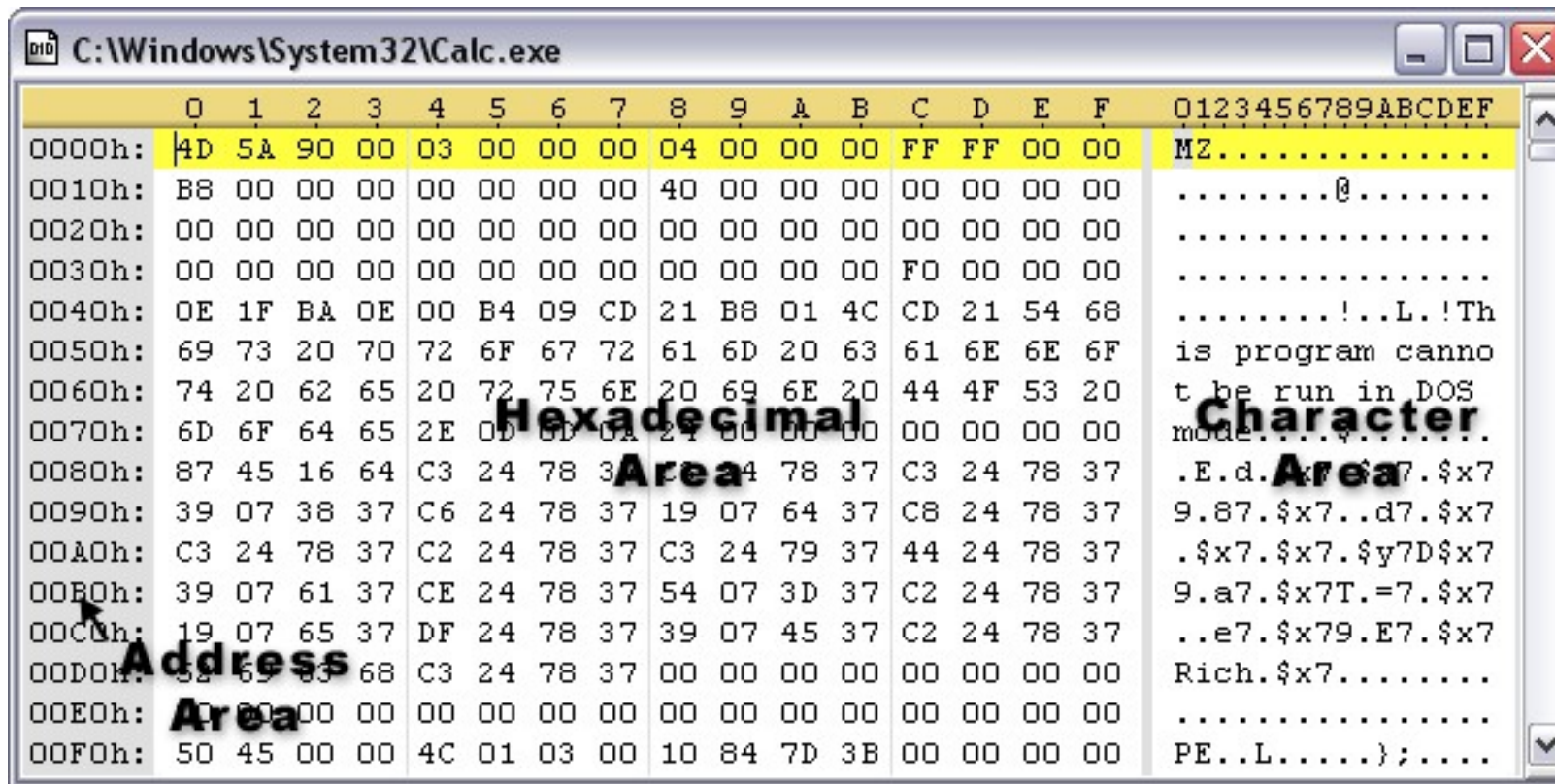
- Persistent Data in Unreal Engine exercise
 - Make use of SaveGame class
 - Create a SaveGame object from the class
 - Populate SaveGame object with data
 - Store the SaveGame object to disk

Serialization – (File Formats)



- Albertini, A. (no date) *PICS/binary/readme.md at master · Corkami/Pics, GitHub - Corkami's File Format Images repository*. Available at: <https://github.com/corkami/pics/blob/master/binary/README.md#images> (Accessed: 30 May 2025).

Serialization – (Hex Editor)



- Sweetscape (no date) Sweetscape Software Inc.
Available at: <https://www.sweetscape.com/graphics/ArtHexEditor.GIF> (Accessed: 30 May 2025).

Worksheet examples

- <https://github.com/dreynolds-tutor>
 - CS1-InventorySystem
 - CS1-SaveLoadSystem1
 - CS1-SaveLoadSystem2

Technical Design Document

- 'Show and Tell' opportunity
- (Research how Game Studios present material)
 - Artstation, Behance, etc.

Technical Design Document

Sound

REQUIRED:

- **SFX1** Menu Selected
- **SFX2** Menu Selected Confirm
- **SFX3** Menu Close
- **SFX4** Menu Invalid Selection
- **SFX5** Player Start
- **SFX6** Player Valid Interaction
- **SFX7** Player Invalid Interaction
- ...
- **SFX12** [REDACTED]
- **SFX13** [REDACTED]

- **SFX14** Player movement SFX
 - **SFX14.1** Walk
 - **SFX14.2** Run
 - **SFX14.3** Jump
 - **SFX14.4** Land

DESIRED:

- **SFX15** Environmental Ambience [REDACTED]
- **SFX16** Player Collision Detected

NON-VITAL:

- **SFX17** [REDACTED] SFX

For Art / Sound / Music / Controls /etc.... Each code is used in the Product Backlog

Technical Design Document

- • *Major technical areas and risks*
- • *Target hardware and specific requirements/assumptions*
- • *Infrastructure*
 - *Directory structure / File naming conventions / Data file format*
- • *Server, client, and network architecture (as needed)*
- • *Artificial intelligence and other autonomous/procedural systems*
 - *Procedural world creation / Pathfinding / Economy*
- • *Technical (programming doc for each major feature or system, linked to the design doc for each above. These docs are for programmers, and focus on implementation details rather than the design itself or its rationale.*
- • *Game cheats for testing*

Benefits of inter-studio talks

- Industry Networking
- Sharing best practice
- Boost CV value
- Entrepreneurial opportunities

News – Questions - Chat

- Industry News & Announcements
- Questions
- Inter-studio discussion

Industry News & Announcements

- Unreal Fest 2nd -5th June 2025
- [Unreal Fest Orlando 2025 - Unreal Engine](#)
- [The State of Unreal 2025 - Unreal Engine](#)
Tues 3rd June
- [Fab](#) limited-time-free (read T&Cs)
 - New items available from the first Tuesday of each month
- [Humble Bundle](#)
- Week 4 submissions! – Backups/Verify

Questions & Chat

Thank you!

