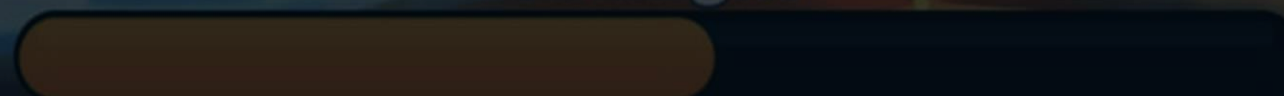




INTO THE GAMING INDUSTRY

Loading...

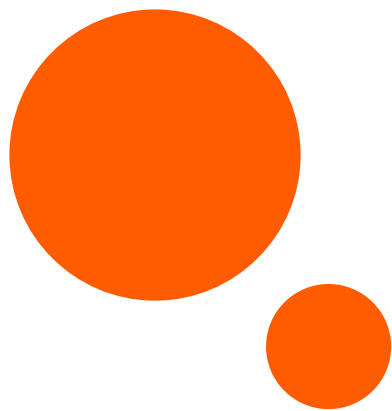


DIỄN GIẢ

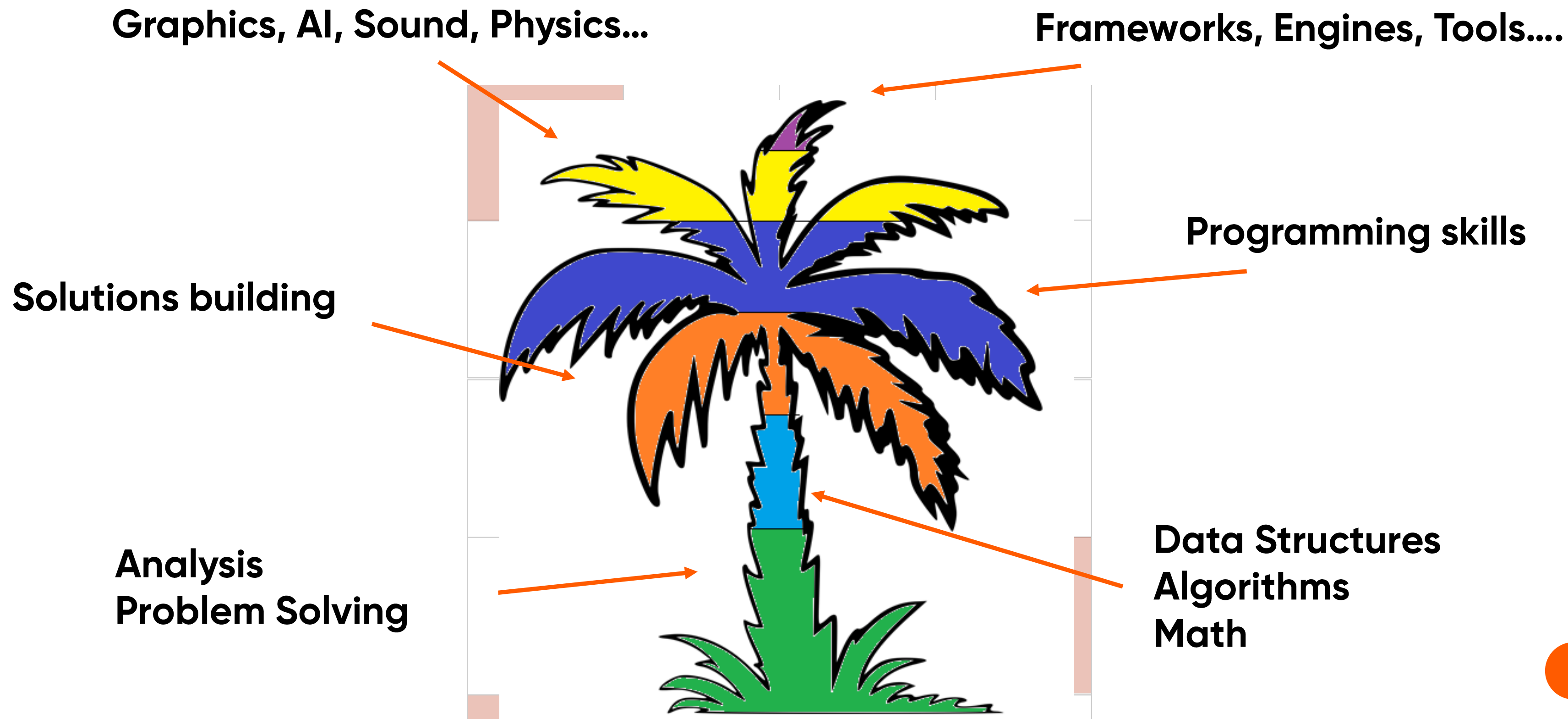
ANH NGUYỄN VŨ TIẾN

GIÁM ĐỐC PHÁT TRIỂN GAME



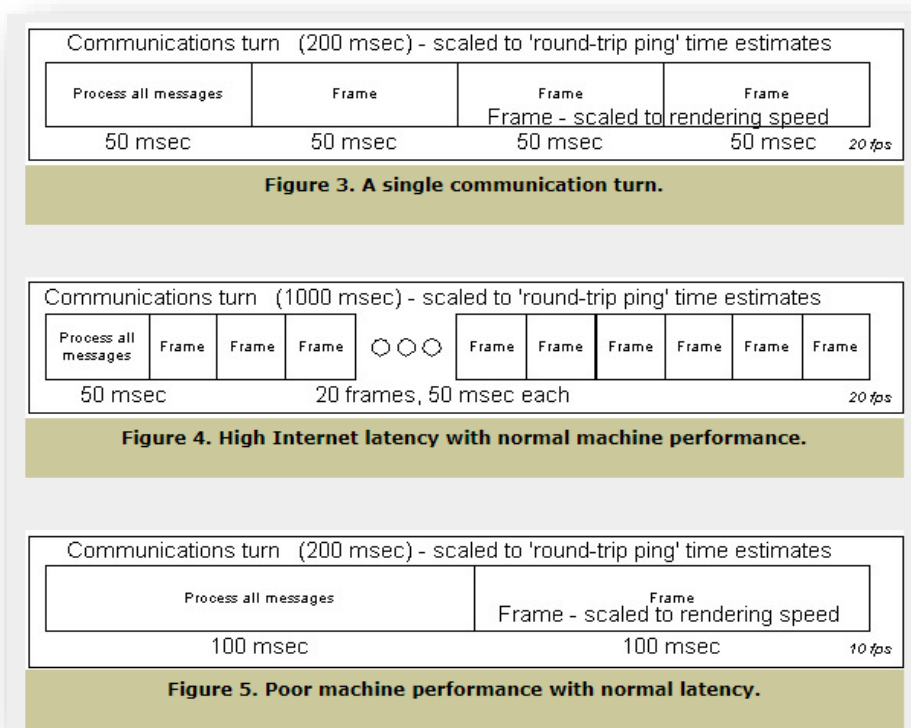


Games Developers

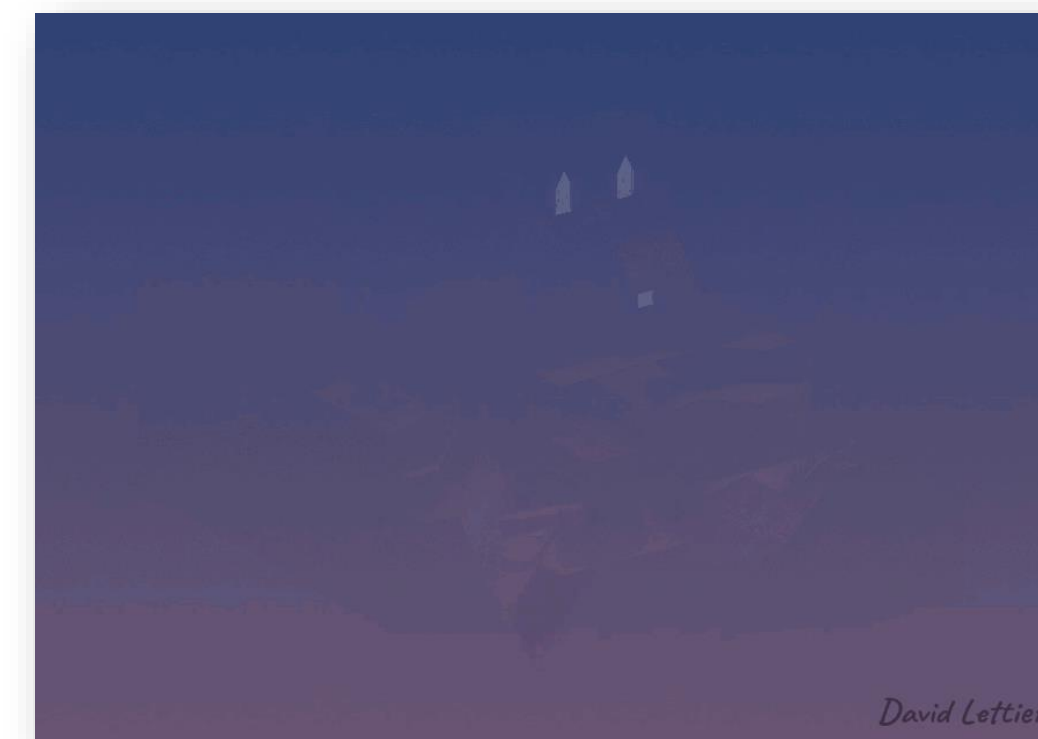




Client developer



Server developer

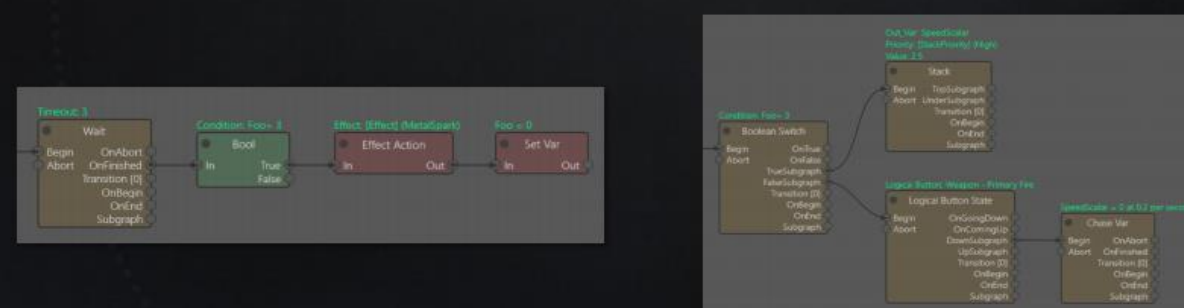


Graphics developer

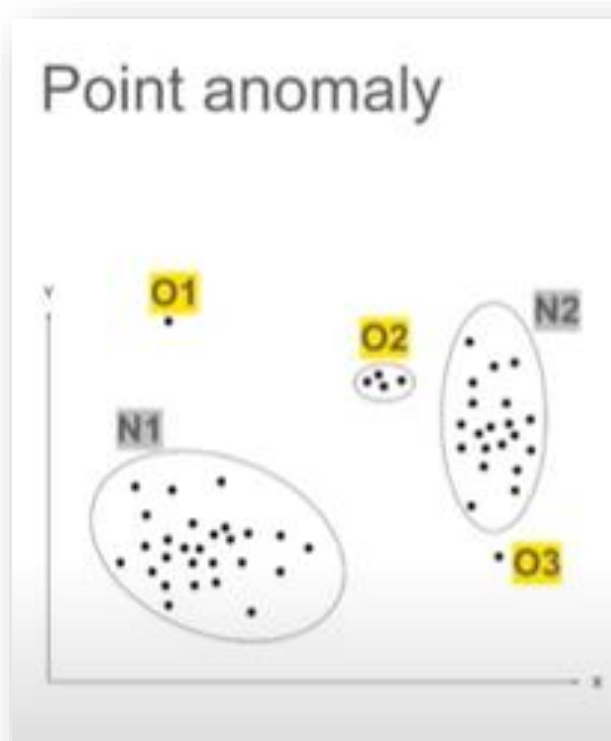
Statescript Themes

Logic style

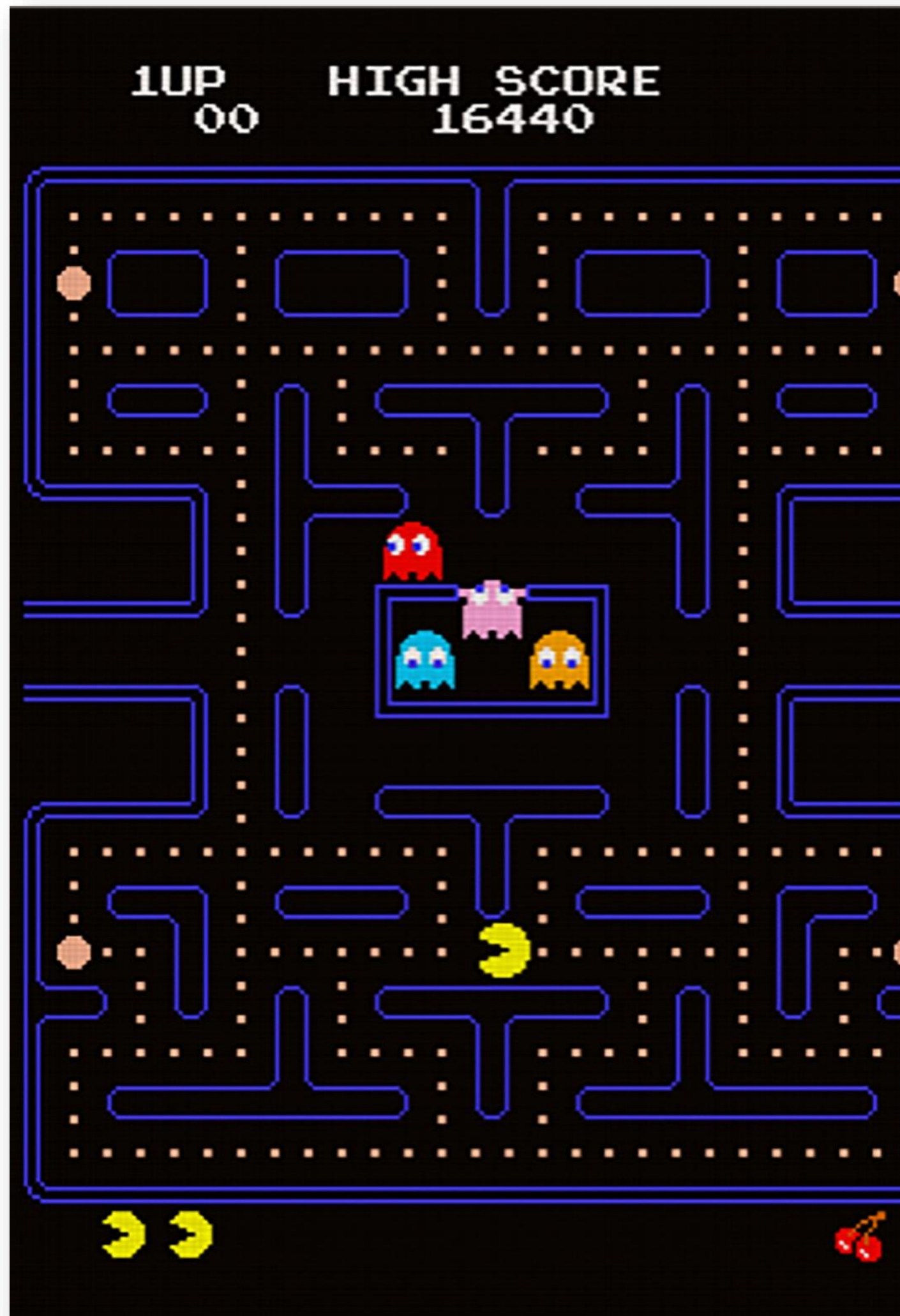
- Imperative (do this, then check this, then do this)
- Declarative (whenever this is the case, then this should be the case)



Tools developer



AI

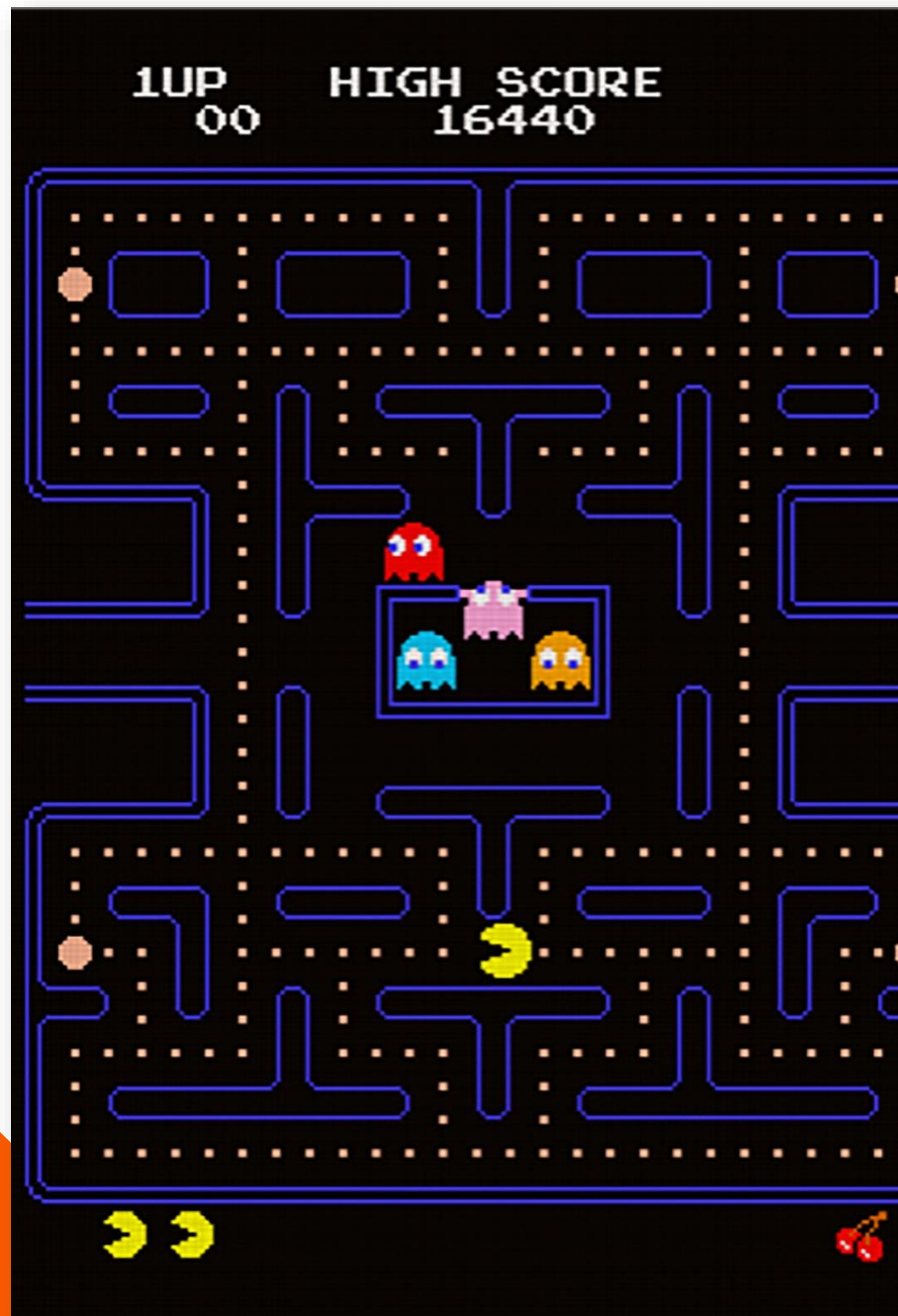


Design & Analysis

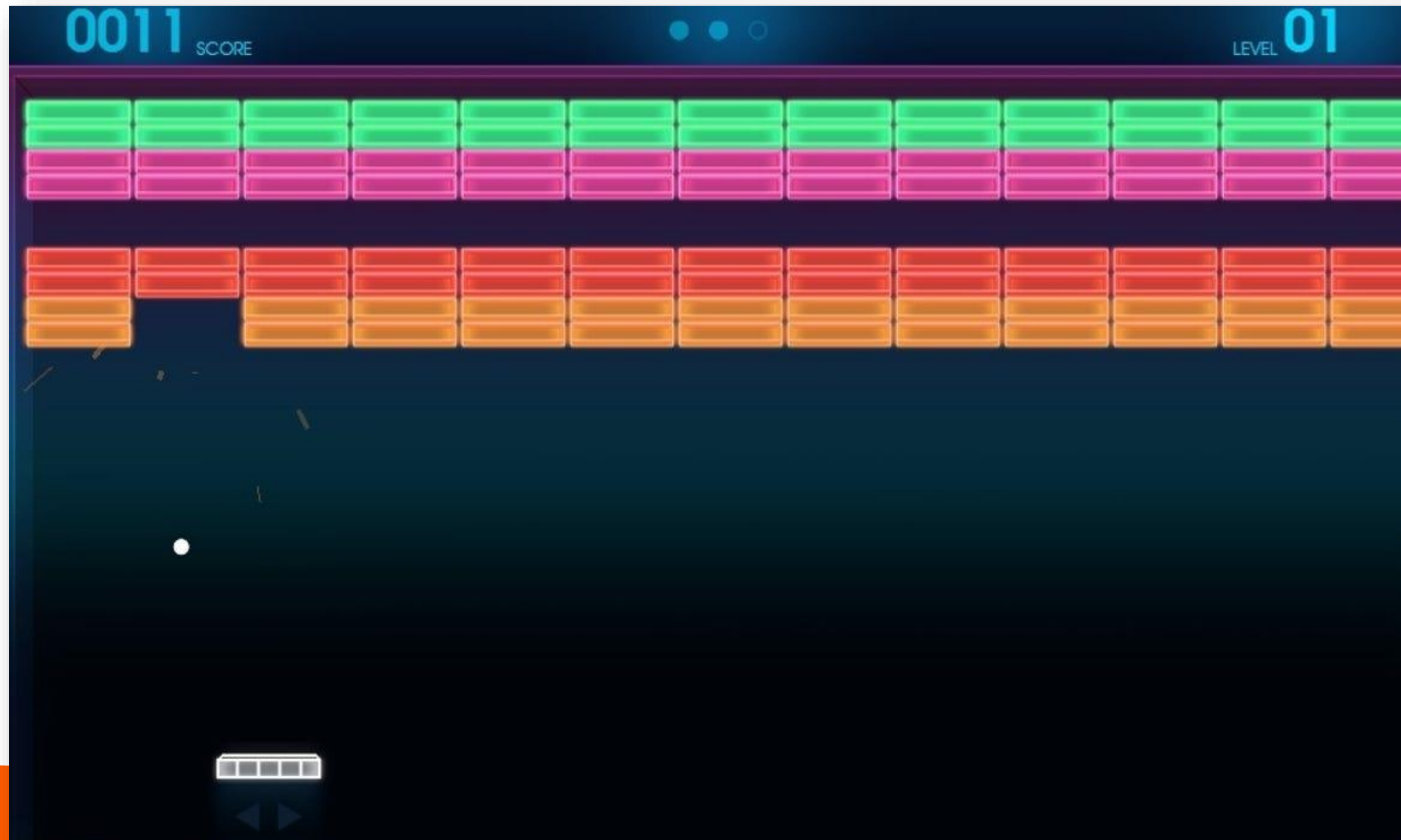
- Pacman & Ghosts
 - Inheritance
 - Switch (types)
 - Component based

Design & Analysis

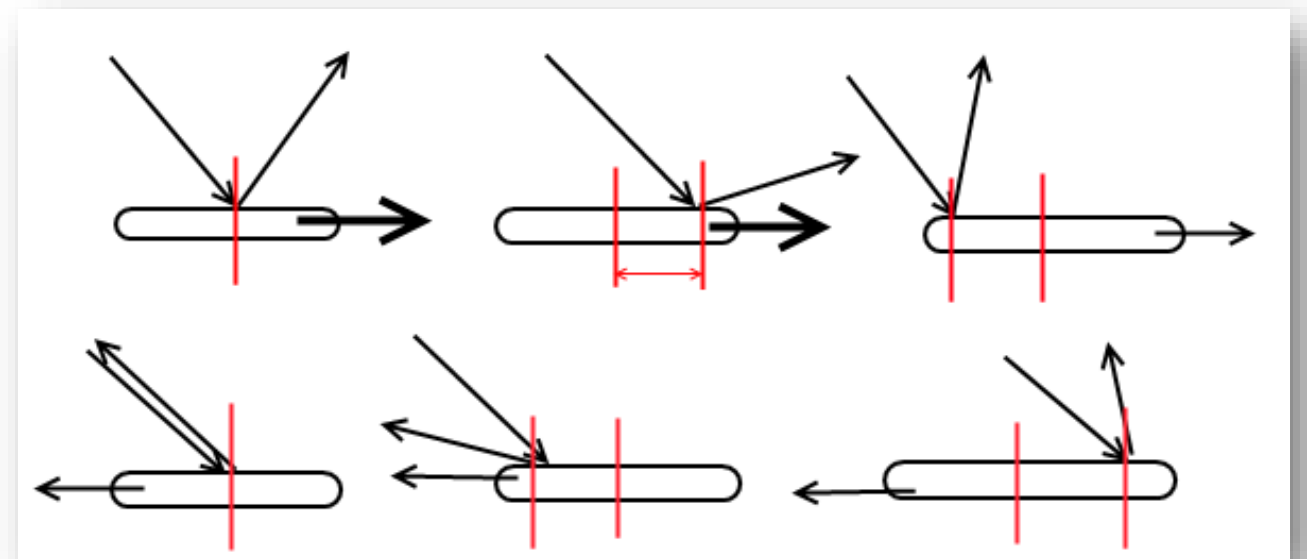
- **Pacman & Ghosts**
 - Inheritance
 - Switch (types)
 - Component based



Coding



- Paddle physics

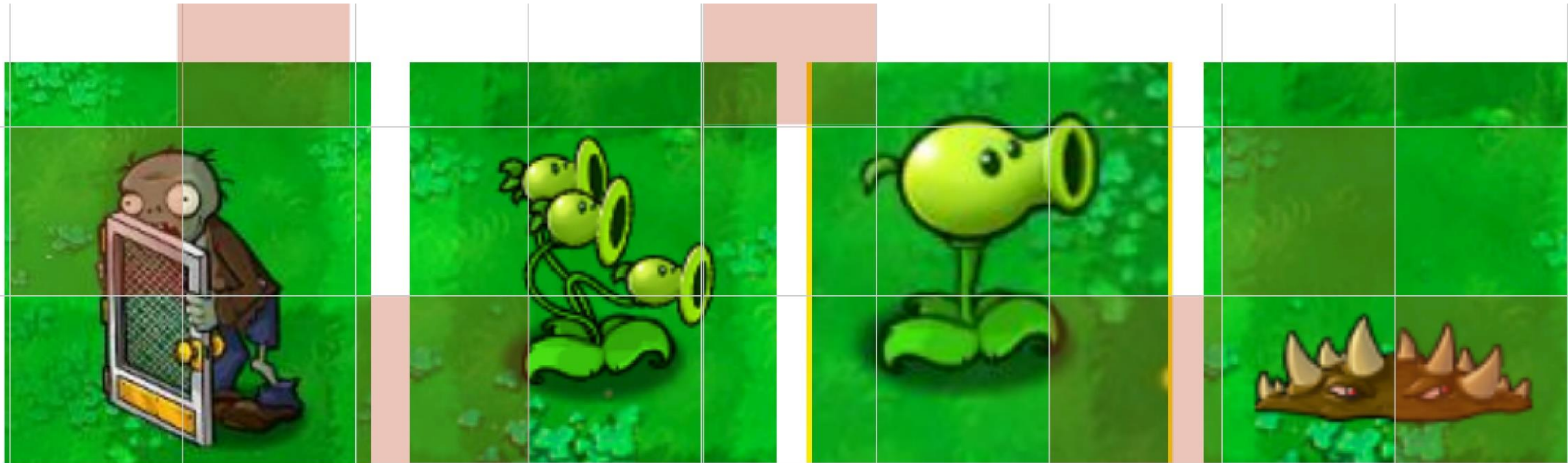


Server Developers

- **Case Study:** Santa Snow event in ZingFarm
- Responsible for server side architecture, design and coding



2D Artist

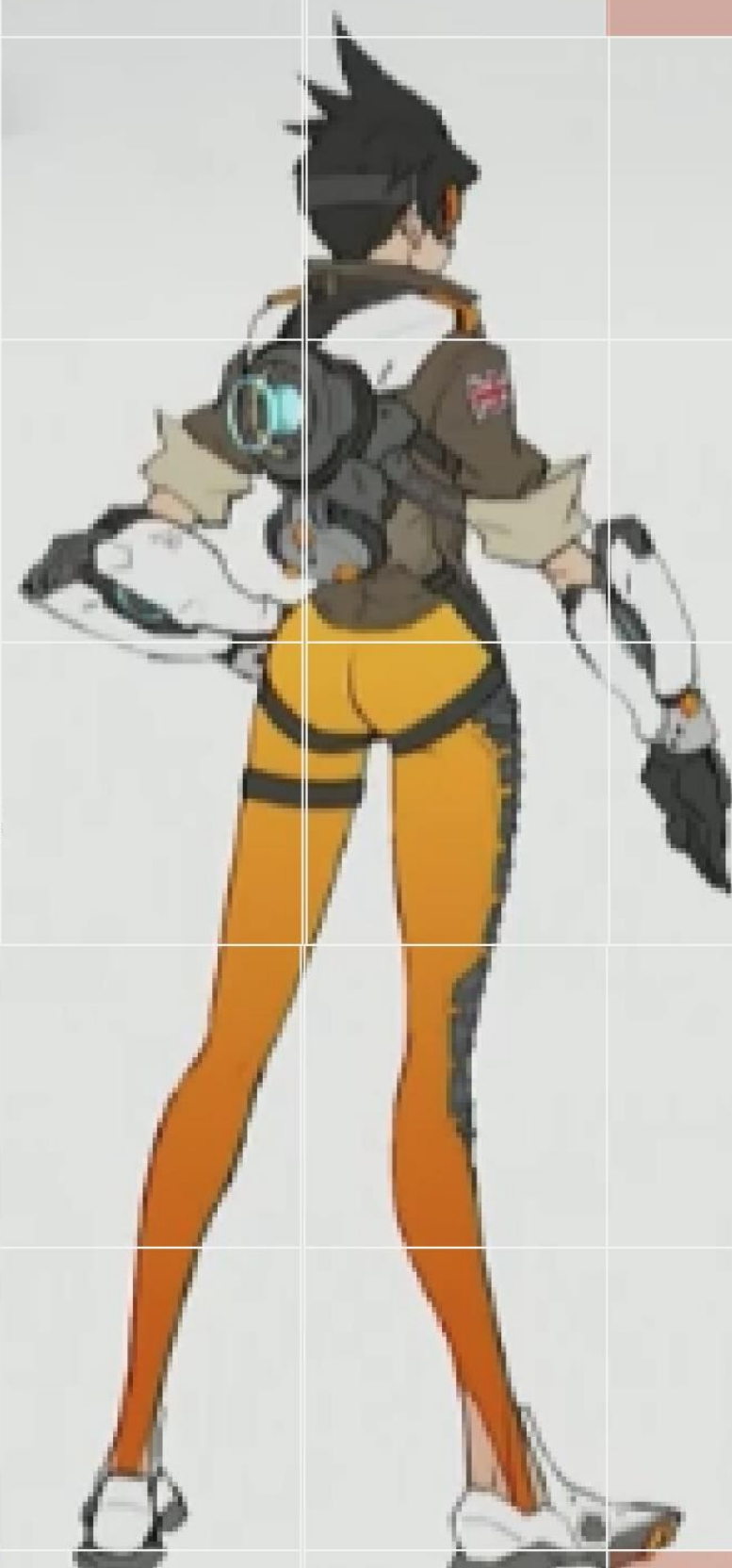
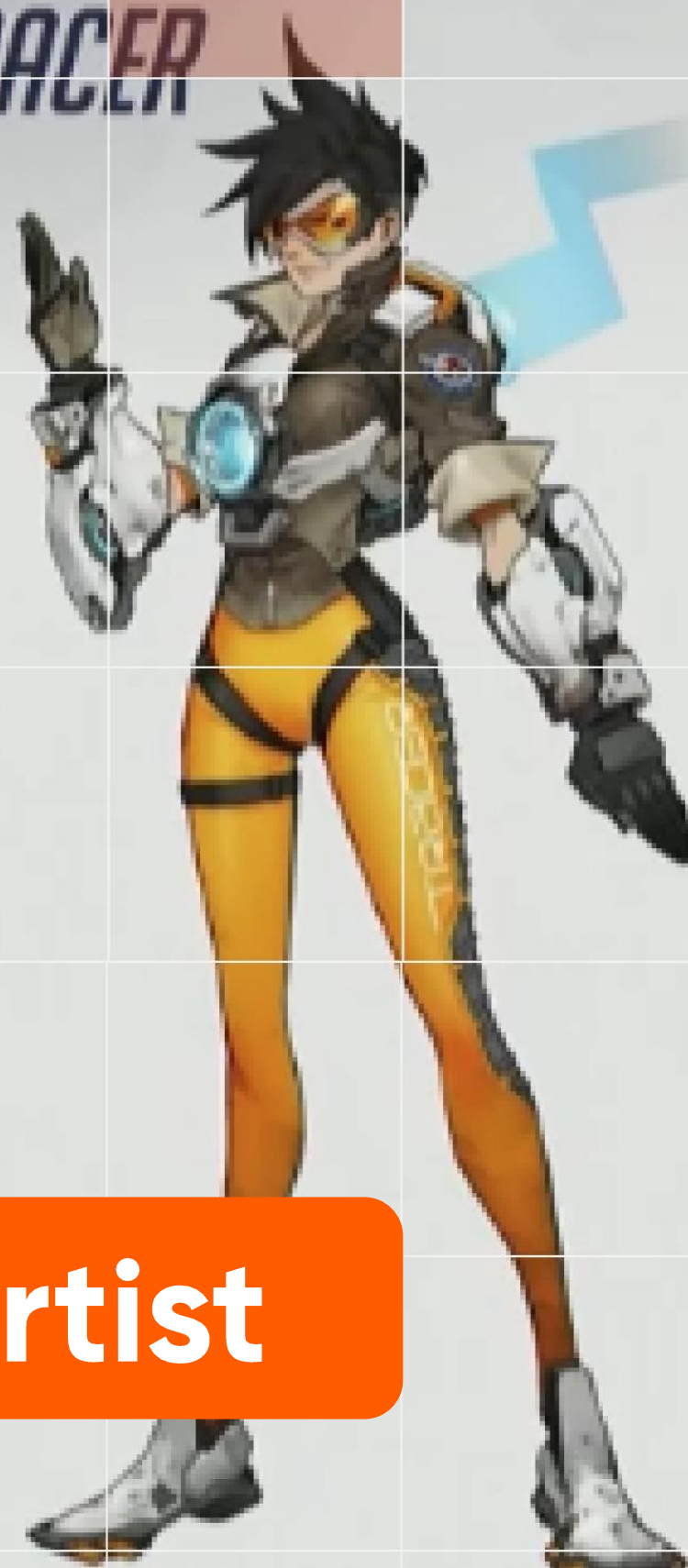


- Tạo hình nhân vật 2D
- Ví dụ: tạo hình cây cối & zombies trong Plants vs Zombies

2D Artist



TRACER



2D Artist

Sunflower dilemma



- Ví dụ:

Vụ án Hoa Hướng Dương

Game Designers

- **Vấn đề:**

- Hoa hướng dương nhả ra mặt trời
- Mặt trời cần thiết để trồng cây mới
- Nếu không trồng hoa hướng dương trước, lượng mặt trời sẽ lên rất chậm, và chơi sẽ rất chán



Game Designers

- **Giải pháp:**

- Loại bỏ luôn cây hướng dương
- Thêm dòng chữ "Hãy trồng hướng dương trước nhé"
- Ngay từ đầu có sẵn một hàng hướng dương
- Để sẵn chỗ dành riêng cho hướng dương



Game Designers

TRƯỚC



SAU



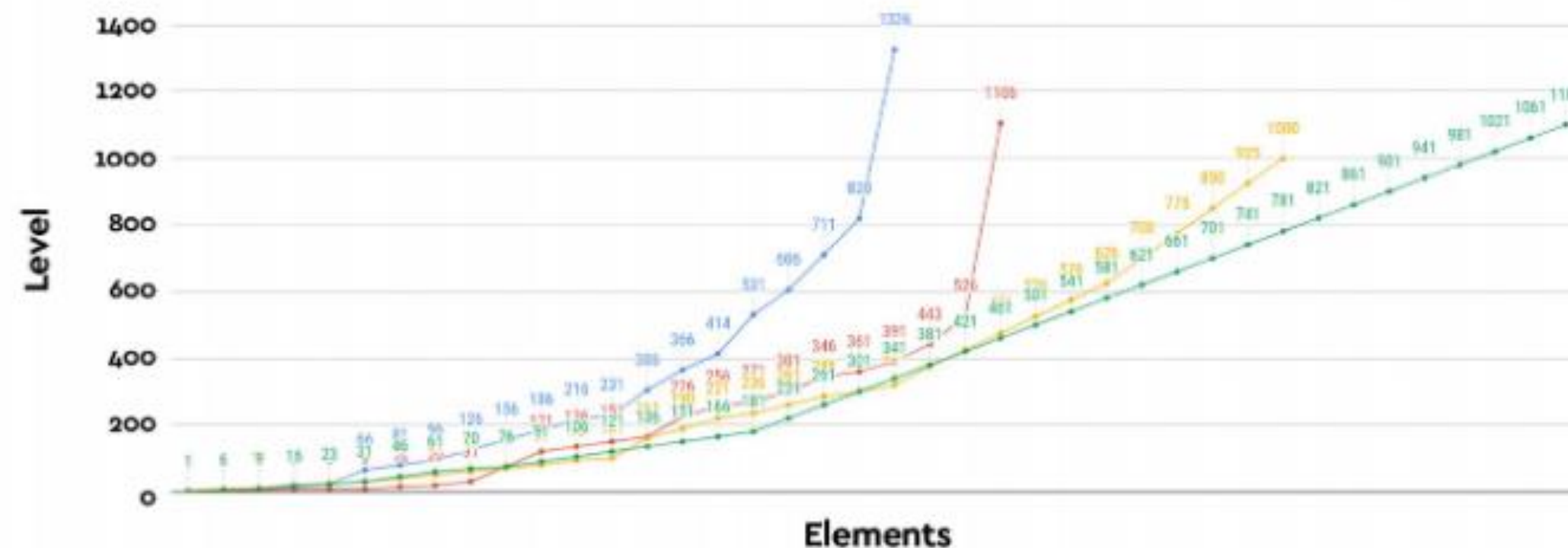
Game Designers

• Gameplay Progression

– Ví dụ: Match 3

Before we make a decision, we don't just go with our gut. We analyze our competitors. The graph below shows a comparison of *Gardenscapes* to three popular match-3 games. You can see that our introduction curve is consistent with that of our competitors (*Gardenscapes* is yellow).

INTRODUCTION OF NEW ELEMENTS



Game Designers

- **Gameplay Progression**

- Ví dụ: Age of Empires



- Ví dụ: Clash of Clans

Game Designers

- Xây dựng “nội dung” cho games
- Ví dụ: Game Plants vs Zombies



Game Designers

- Decisions: Trade off



Ví dụ: vũ khí trong Counter Strike

Game Designers

- Decisions: Situational
- Ví dụ: Tuyển quân trong HOMM3



Game Designers

- Sale
- Ví dụ: Candy Crush extra moves



Game Designers

- Sale
- Ví dụ: Candy Crush extra moves



Game Designers

- Moments & Counter & Synergy
- Ví dụ: Pekka vs Skeleton Army vs Zap



Game Designers

- Player progression (mastery)
 - Ví dụ: Counter Strike 1.6



AK-47 GUIDE (Recoil Control) - CS LOVERS
counterstrikelovers.com

- Ví dụ: Super Mario Bros



Q&A