



# 주말코딩으로 취미게임 만들기



고민정 / NEXON / 네코동  
2017.09.05 @N3C

# 소개

고민정

NEXON / 신규개발본부 / FF

5년차 게임 프로그래머

25년차 게이머





취미 코딩?



회사에서 코딩하는데 또 코딩해?

# 덕업일치

희망편



절망편



# 생업코딩 vs 취미코딩

- 생업코딩
  - 거대한 소스코드 & 빌드타임
  - 크고 아름다운 에디터와 툴들
  - 뭐 하나 고치고 확인하는데 걸리는 영겁의 시간
  - 네가 할 일은 이미 정해져 있다
  - 대충 하면 생계가 위험해짐







취미 코딩!



# 레츠기릿

개발인원 2명 (프로그래머 + 아티스트)

주말 모임

개발기간 3개월 예상



# 환경

Python : 3.6

Pygame : 1.9.3

OS : Windows 10

IDE : Visual Studio Community 2017

Version Control : Git



## 장점

컴파일 시간이 없다

쉬운 문법 == 생산성

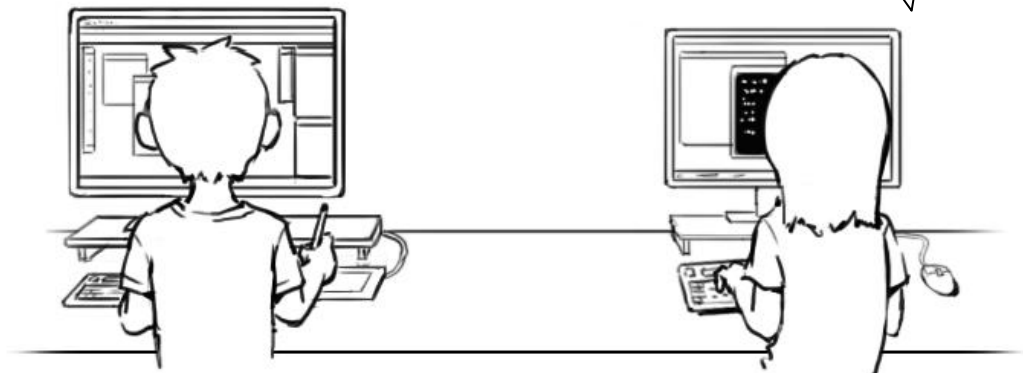
빠른 피드백

큰 버전 A 다 그려서 올렸어

적용했어. 걷는게 좀 어색한듯?

A'로 바꿨어. 걷는 프레임 바꿀수있어?

요렇게?



# 단점

컴파일 시간이 없다



# Pygame

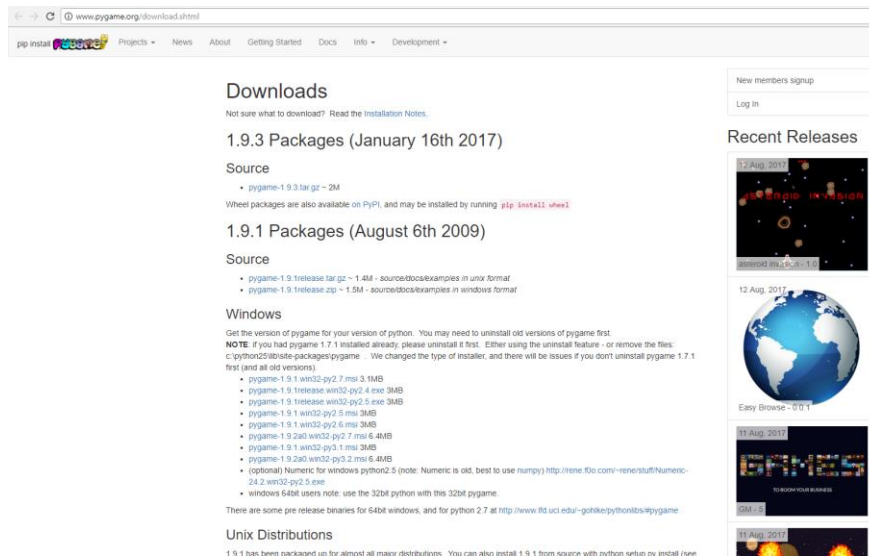
<http://pygame.org>

SDL python wrapper

<http://www.pygame.org/download.shtml>

`pip install pygame`

Windows / Linux / Mac / etc



The screenshot shows the 'Downloads' section of the Pygame website. It includes links to source code, pre-compiled packages for various operating systems (Windows, Linux, Mac), and instructions for installation. The page also features a 'Recent Releases' section with images of game screenshots and a 'New members signup' button.

Downloads

Not sure what to download? Read the [Installation Notes](#).

1.9.3 Packages (January 16th 2017)

Source

- pygame-1.9.3.tar.gz - 2M

Wheel packages are also available on PyPi, and may be installed by running `pip install pygame`.

1.9.1 Packages (August 6th 2009)

Source

- pygame-1.9.1release.tar.gz - 1.4M - source/docs/examples in unix format
- pygame-1.9.1release.zip - 1.5M - source/docs/examples in windows format

Windows

Get the version of pygame for your version of python. You may need to uninstall old versions of pygame first.

**NOTE:** If you had pygame 1.7.1 installed already, please uninstall it first. Either using the uninstall feature, or remove the files: `c:\python2\lib/site-packages\pygame`. We changed the type of installer, and there will be issues if you don't uninstall pygame 1.7.1 first (and all old versions).

- pygame-1.9.1.win32.py2.7.msi 3.1MB
- pygame-1.9.1release.win32.py2.4.exe 3MB
- pygame-1.9.1release.win32.py2.5.exe 3MB
- pygame-1.9.1.win32.py2.5.msi 3MB
- pygame-1.9.1.win32.py2.6.msi 3MB
- pygame-1.9.2a0.win32.py2.7.msi 6.4MB
- pygame-1.9.1.win32.py3.1.msi 3MB
- pygame-1.9.2a0.win32.py3.2.msi 6.4MB
- (optional) Numeric for windows python2.5 (note: Numeric is old, best to use numarray) <http://hrene.fdu.com/~hrene/stuff/Numeric-2.4.2.win32.py2.5.exe>
- windows 64bit users note: use the 32bit python with this 32bit pygame.

There are some pre release binaries for 64bit windows, and for python 2.7 at <http://www.ild.uci.edu/~gothike/pythonlibs/pygame>

Unix Distributions

1.9.1 has been packaged up for almost all major distributions. You can also install 1.9.1 from source with `python setup.py install` (see

New members signup

Log In

Recent Releases

12 Aug 2017

12 Aug 2017

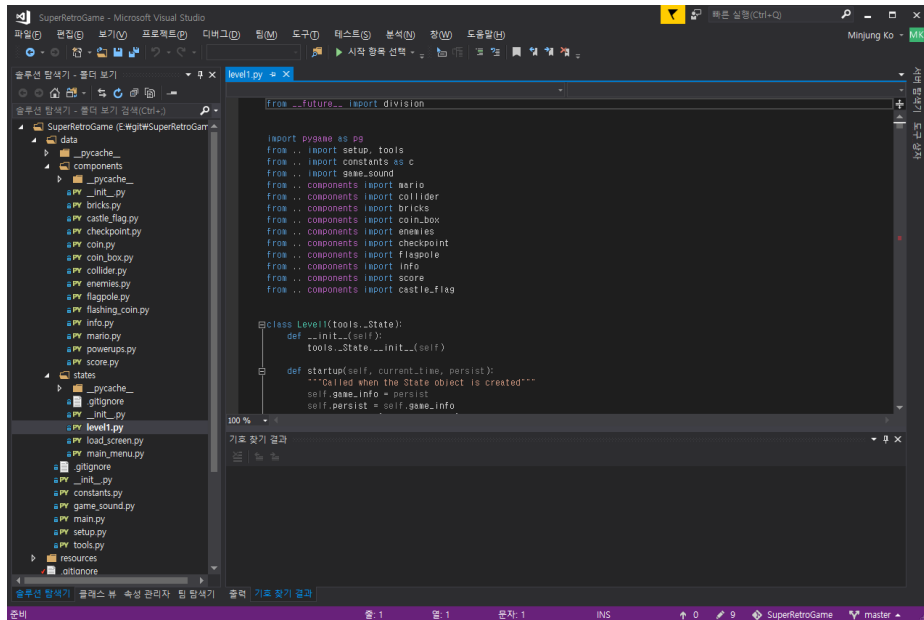
Easy Browne - 0.0.1

11 Aug 2017

10 Aug 2017


# IDE

Visual Studio Community 2017



# 코드 저장소

GitHub

 This repository Search Pull requests Issues Marketplace Gist + -

mjsoftware / `{ }`  
forked from justinmeister/Mario-Level-1

Unwatch 1 Star 0 Fork 283

[Code](#) [Issues 1](#) [Pull requests 0](#) [Projects 1](#) [Wiki](#) [Settings](#) [Insights](#)


The first level of Super Mario Bros made with Python and Pygame. [Edit](#)

[Add topics](#)

181 commits 1 branch 0 releases 4 contributors

Branch: master New pull request Create new file Upload files Find file Clone or download

This branch is 30 commits ahead of justinmeister:master. [Pull request](#) [Compare](#)

 mjsoftware update readme Latest commit 60a9afb just now

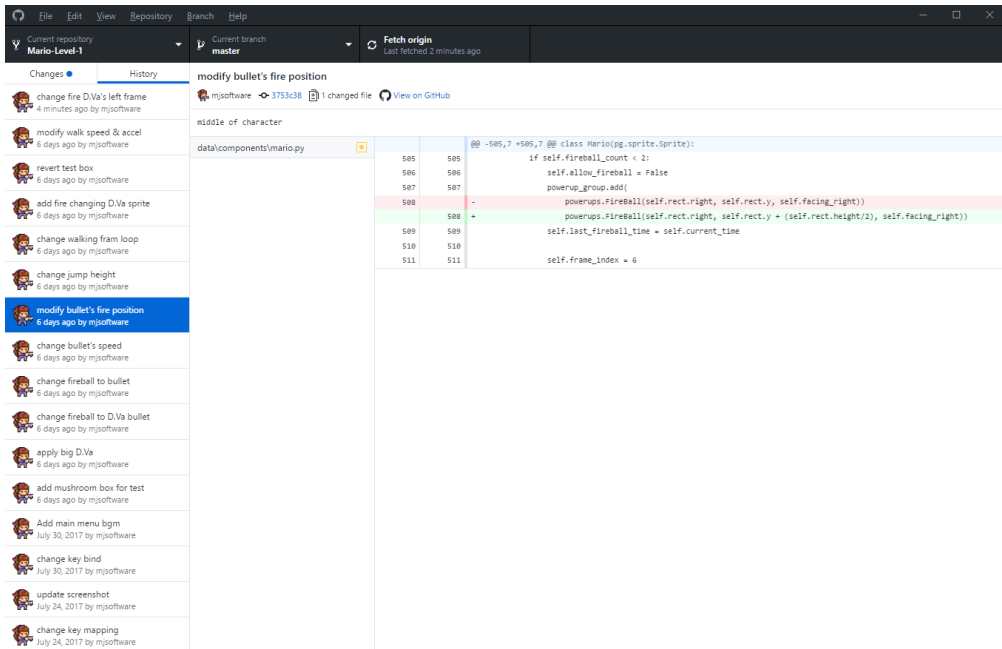
data	change fire D.Va's left frame	3 hours ago
resources	Added invincible music, fixed jump sfx bug	4 years ago
.gitignore	git ignore	20 days ago
README.md	update readme	just now
mario_level_1.exe	added exe build	3 years ago
mario_level_1.py	Makes mario_level_1.py executable	4 years ago
requirements.txt	requirements.txt file and readme update	4 years ago
screenshot.png	update screenshot	20 days ago

README.md

Super Retro Game Level 1

# 버전관리 툴

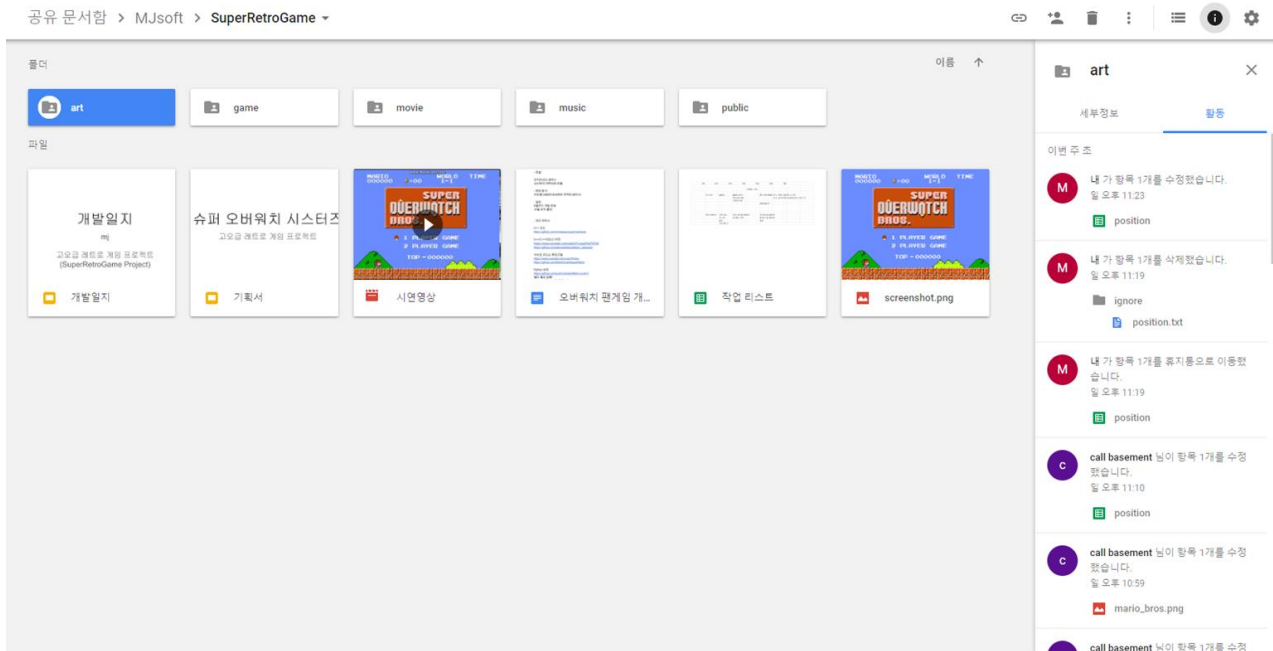
GitHub Desktop



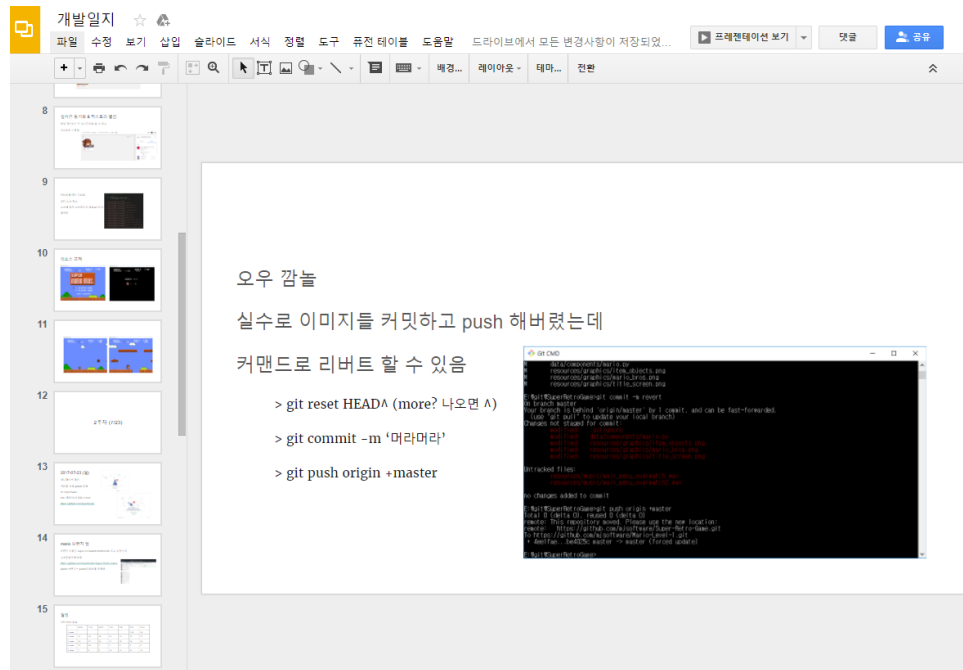


# 데이터 공유

Google Drive



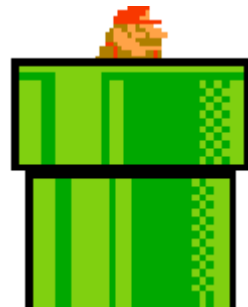
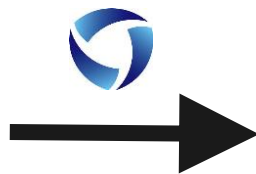
Google Docs





**\$ == 0**

# 어느날 갑자기



# Super Overwatch Brothers





# 시연영상

<https://www.youtube.com/watch?v=z7RsodElilA&feature=youtu.be>

Soon





후기



조..좋아합니다





## 우선순위도 내맘대로



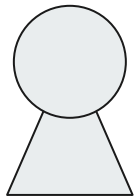
오xx치 음악이 8bit 느낌으로 나오면 어때

오 재밌겠다 ㅋㅋ 그거부터 하자

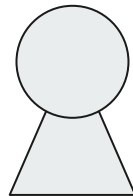




## 일정도 내맘대로



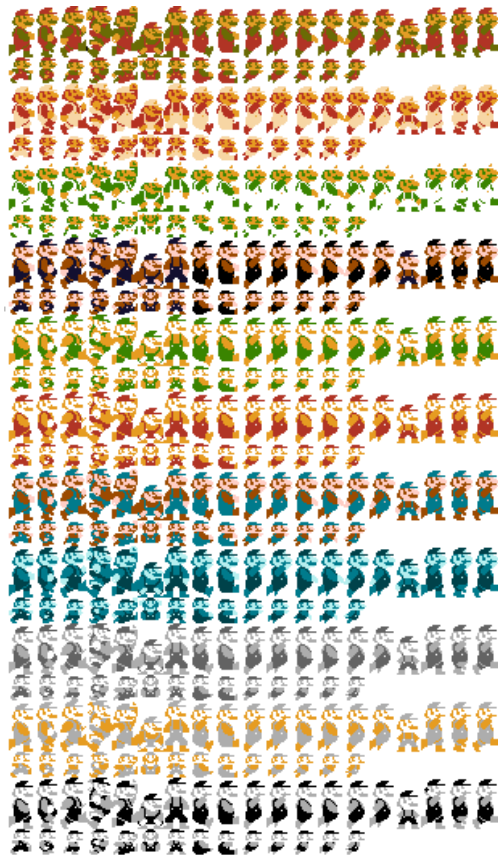
아 오늘 스타 리마스터 기념 경기



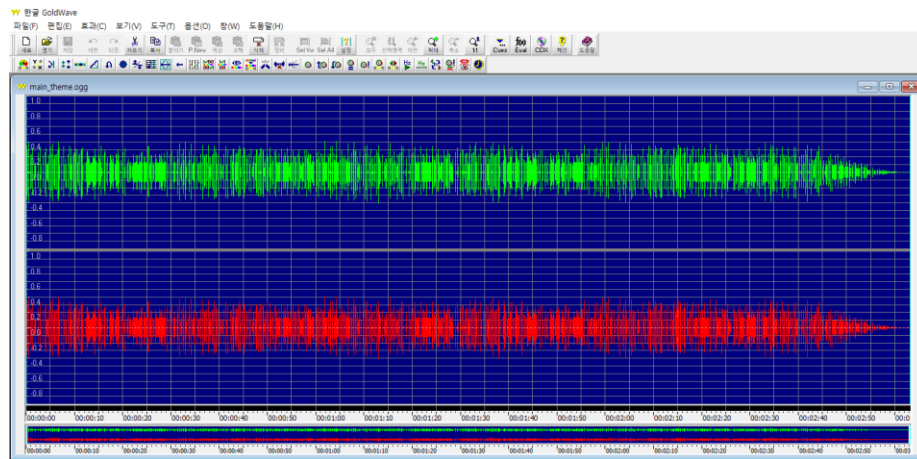
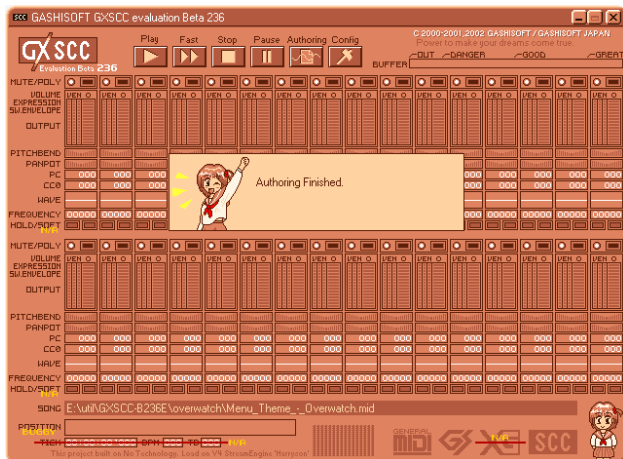
## 다양한 경험++

서버 프로그래머가 현업에서 해보기 힘든 경험들

- sprite에서 직접 좌표로 읽어서 뿌리기
- 애니메이션 프레임 재생 순서 바꾸기
- midi 음원을 8bit 느낌 나게 찌그러트리기
- 아티스트 일정 조율
- .....



# 8bit풍(칩튠) BGM을 만들어보자



# BGM 리어레인지 해도 될까요?

Re: [MuseScore] I want to use your music to my game



받은편지함 x



**Jester Musician .**

나에게 ▾

8월 13일 (2일 전) ★



영어 ▾



한국어 ▾

메일 번역

영어 번역 안함 x

Hi rekkō! Yes, you can certainly use my arrangement if the game is not commercial and if you credit me. I love retro style games - I can't wait until it's finished!

You know, this arrangement was designed for piano, but I think I could make something better for an arcade game. Feel free to use this one, but I'll let you know if I make something more appropriate.

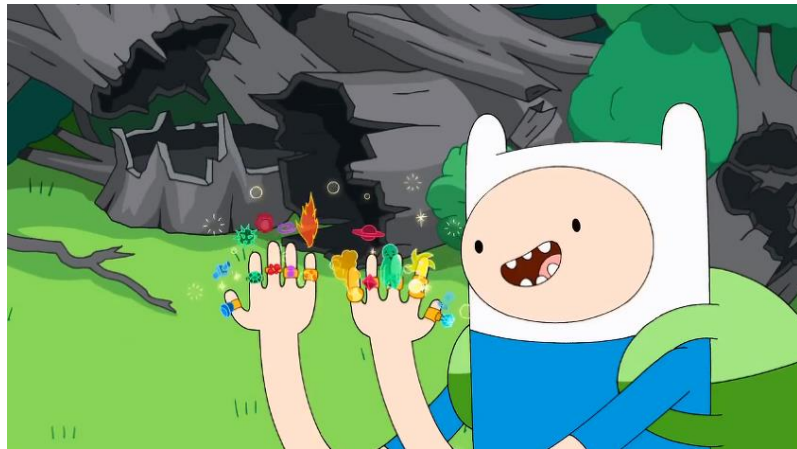
Cheers,  
Jester

## 의욕++

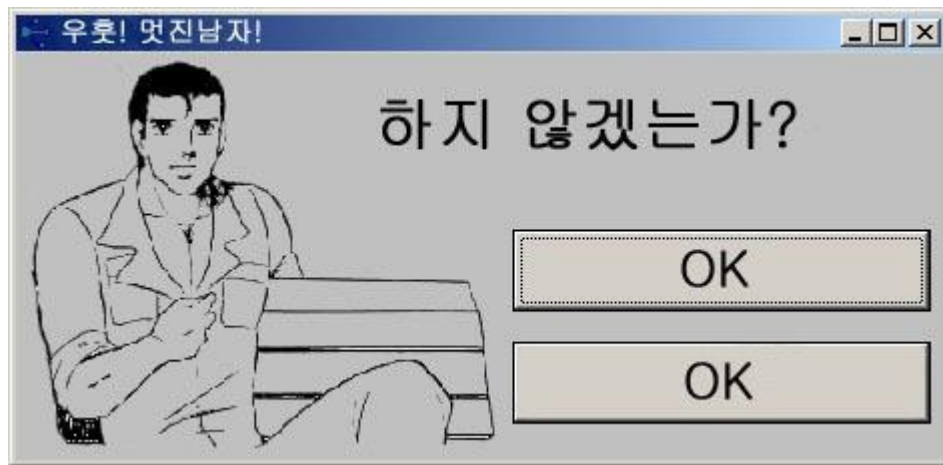
내가 좋아하는 것 || 새로운 것을 만들면서 리프레시 && 동기부여

다양한 직간접 경험 -> 업무 이해도 상승

== 생업코딩에 도움



## 취미코딩!







감사합니다 🙋