





Agenda



Jogo Indie



Jogo AAA



Equipe



Jogo Indie



Jogos sem *publisher*
com orçamento
limitado





Exemplo conflitante

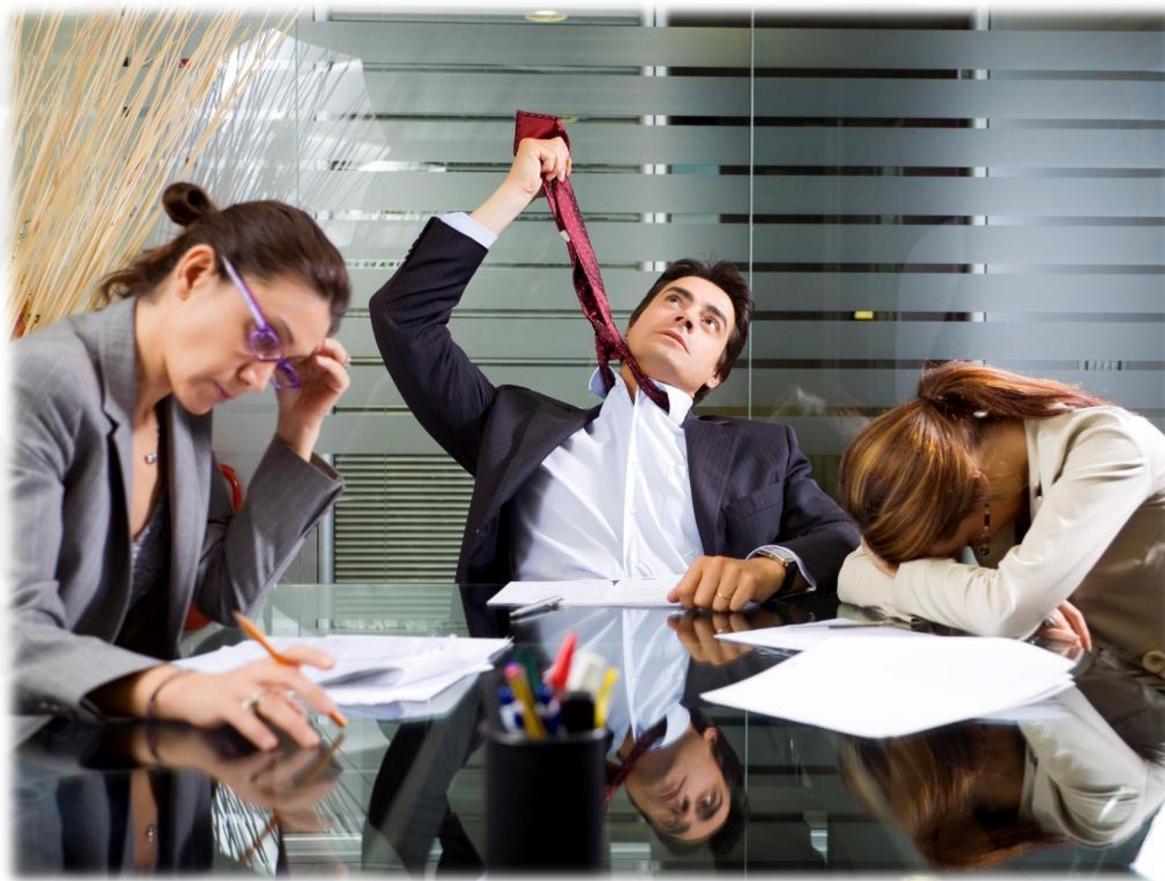








Equipe pequena





Multitarefa







GAME STUDIO





Jogo AAA





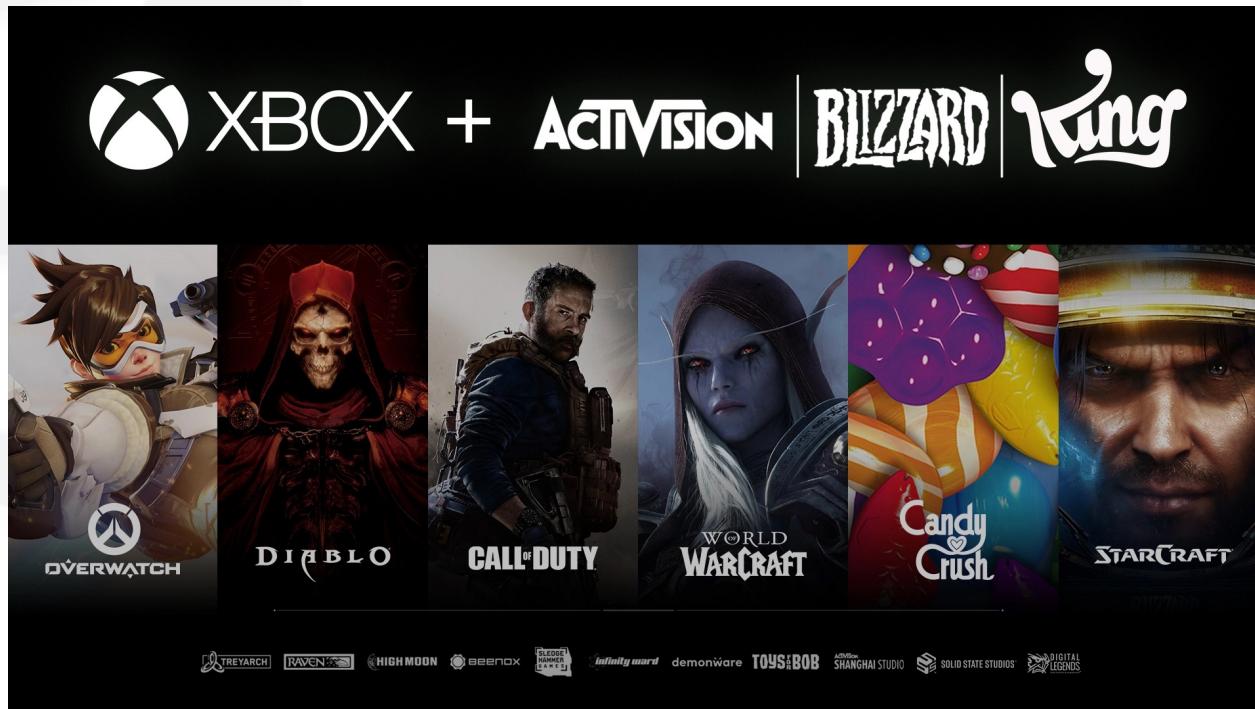


Microsoft adquiriu Bethesda por 7,5 Bilhões





Microsoft adquiriu Activision Blizzard por 70 Bilhões





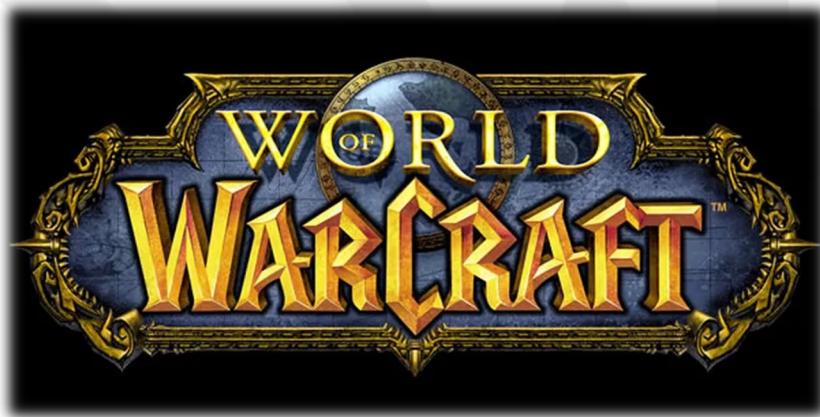
Grandes équipes



Jogo	Custo (USD)
GTAV (2013)	285
Star Wars Old Republic	200
Max Payne 3	105
Pokemon Red/Blue	50
World of Warcraft	40

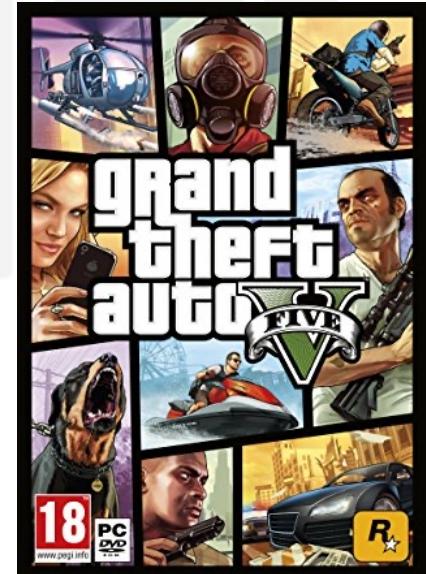


FROMSOFTWARE





UBISOFT®





Time Indie





Game Designer







Game Designer

- Projetista
- Define o jogo
- Regras
- Ideia -> GDD (Game Design Document)





🎮 Pré-produção

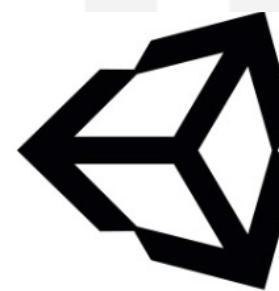
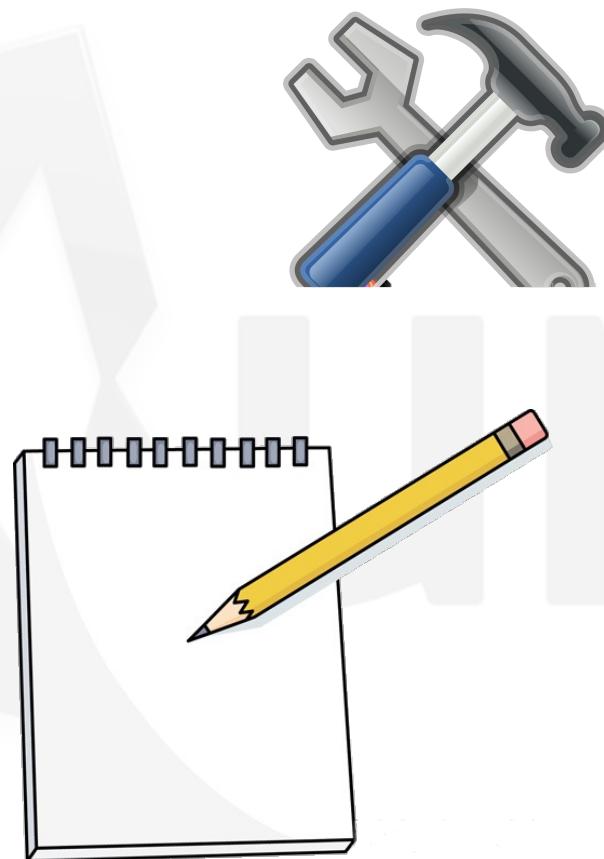


🎮 Game Designer





Game Designer



unity



Game Designer





Artista





Sprites



Artista

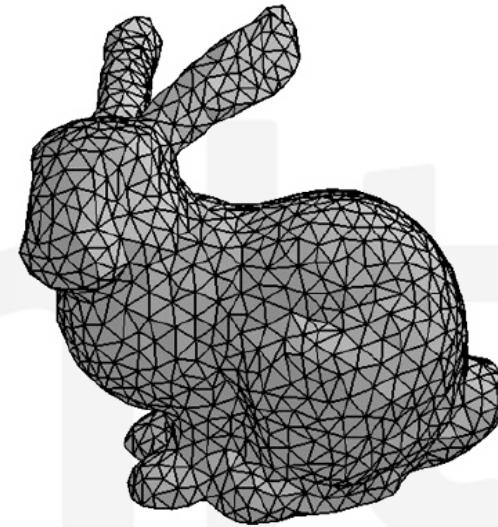




Modelos

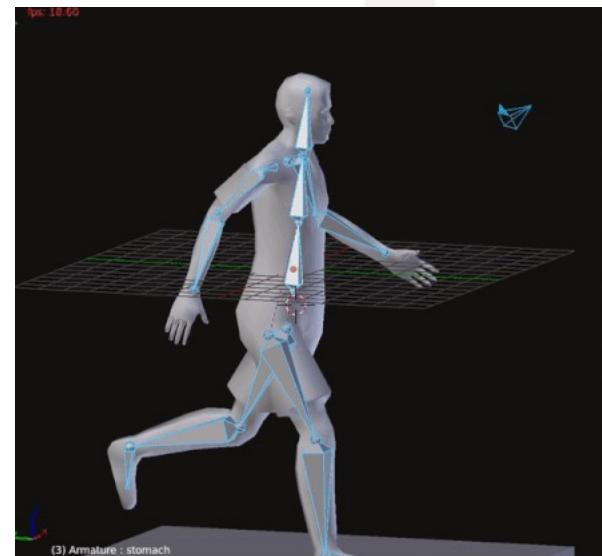


Artista



🎮 Animação

🎮 Artista





Textura



Artista





Backgrounds



Artista

 Artista

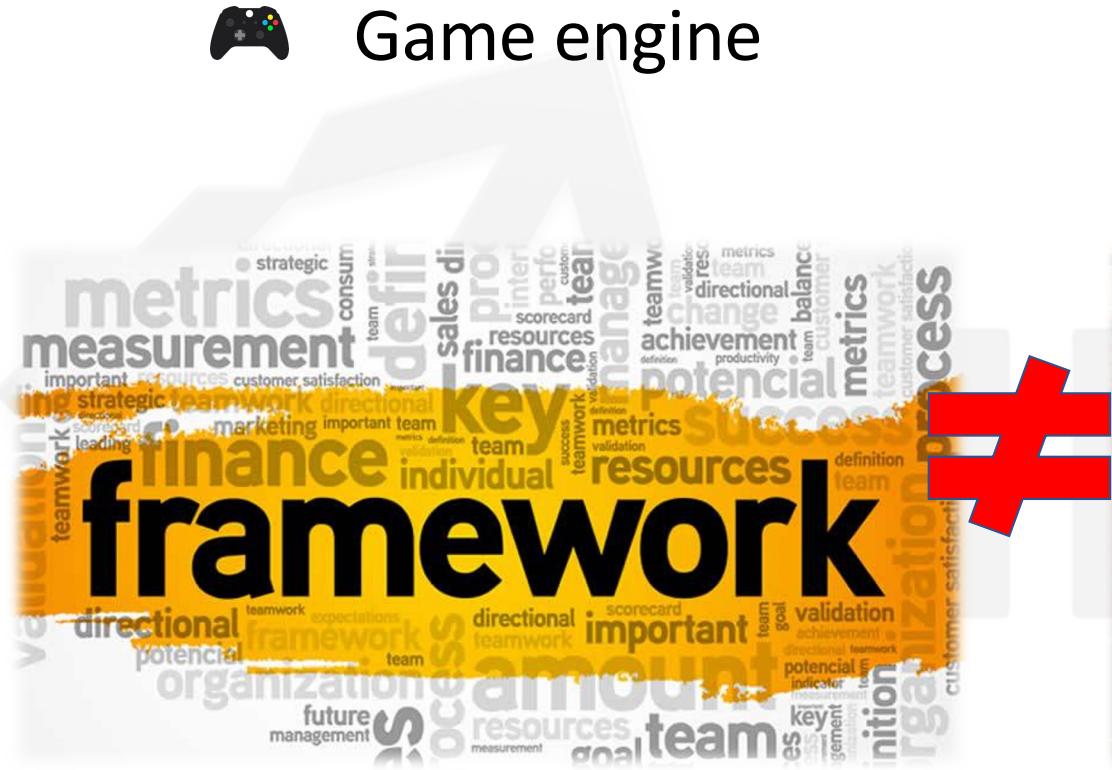


Codificador



0:0





 Game engine





O que uma game engine deve fornecer?



🎮 Game engine



UNREAL
ENGINE



CRYENGINE®



FROSTBITE

🎮 Game engine

🎮 Se quiser fazer sua própria... entre nos livros de matemática e física



- 🎮 É possível também adaptar/manipular a física de uma game engine para as necessidades do jogo



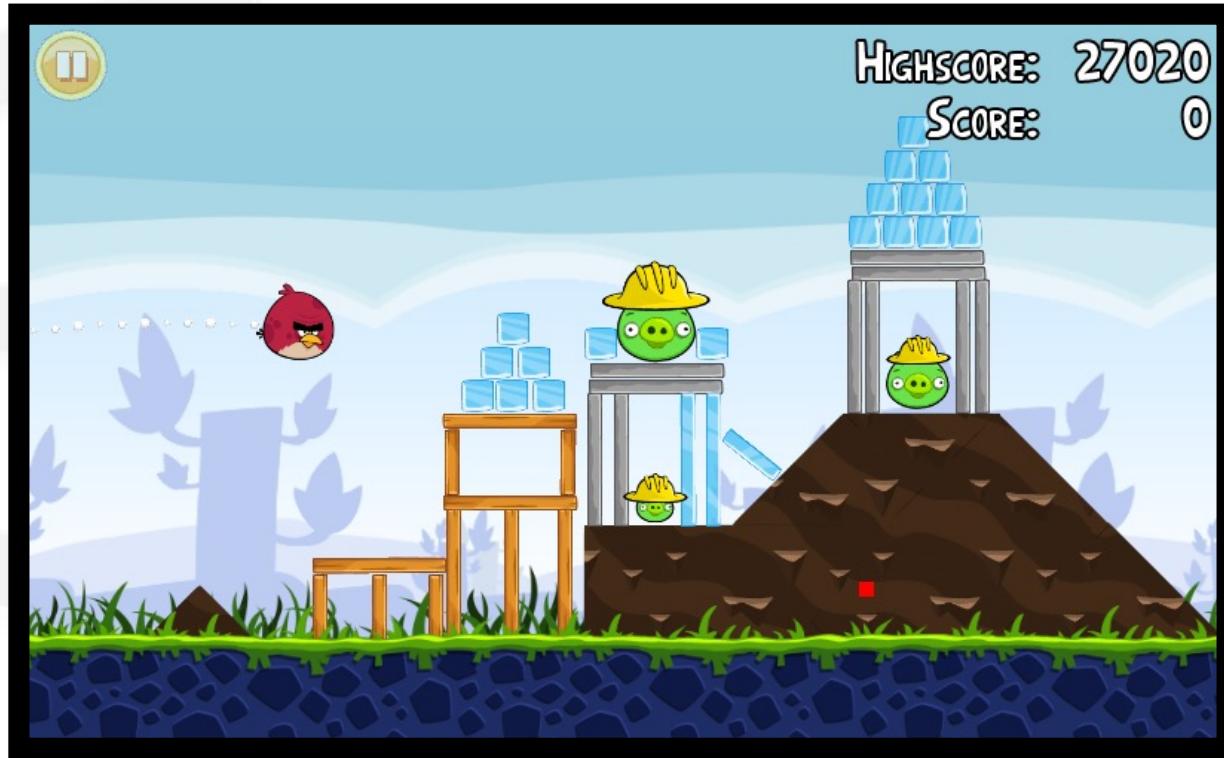


Programação de UI para tratar os eventos.





HUD (Heads Up Display) / UI





HUD (Heads Up Display)



Codificador





Internet/Rede



- 🎮 Rede/Internet
- 🎮 Lojas



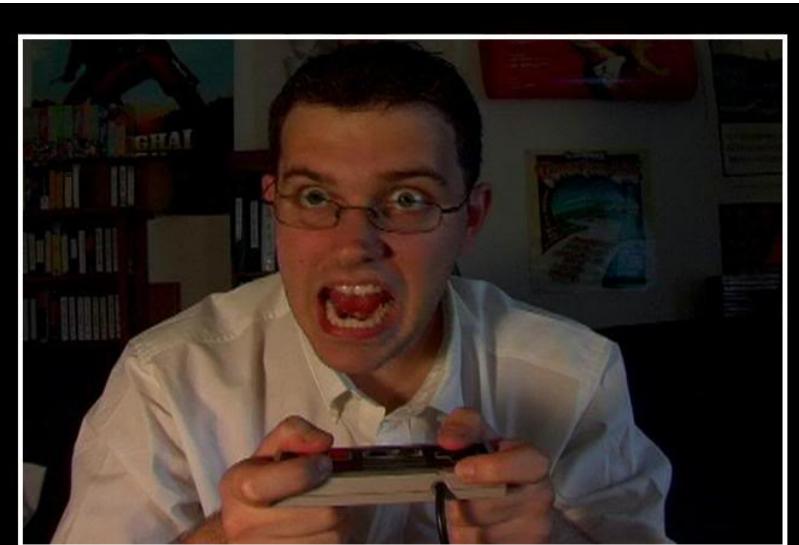


Inteligência Artificial



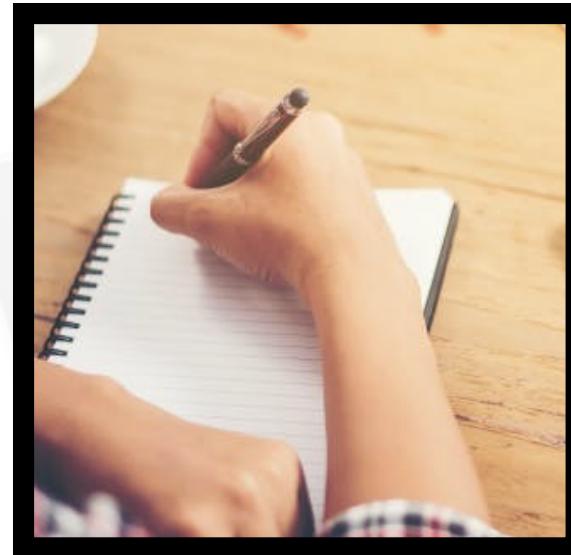


Tester



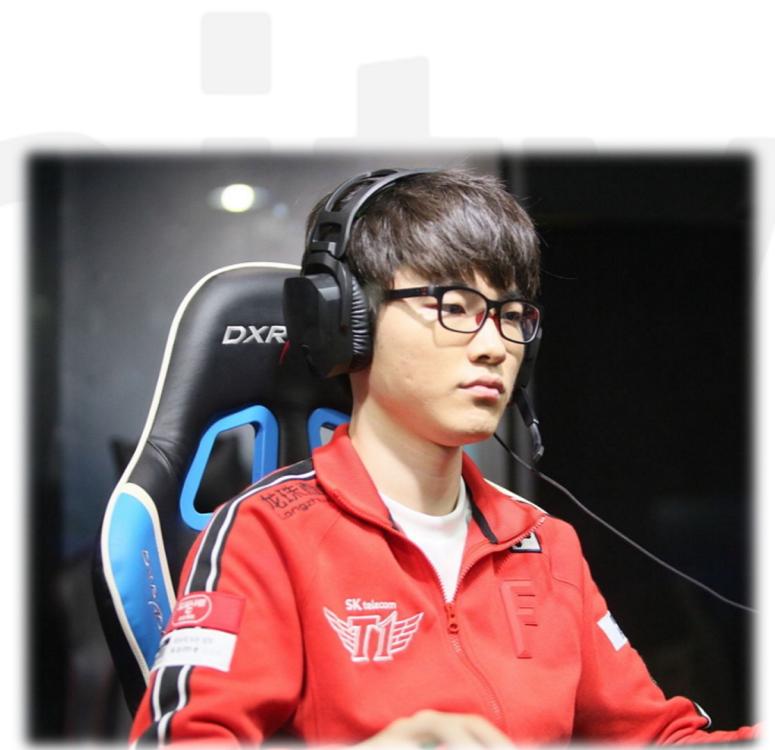
Video Games

Serious Business



Tester

Quality
Assurance





Áudio





Áudio

