

Gameplay Programming Taster

UFC-ABC-15-2

Sean Butler

UFC-ABC-15-2/ GT B.Sc. / CSCT / UWE

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Outline

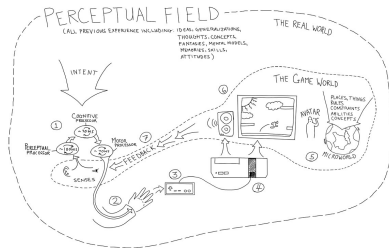
Introduction

Getting To Know Each Other

Videos & Discussion

Module Structure Etc

Gameplay Programming is About How it Feels



These ones actually got published



Some Questions


- ▶ Who here has used Unity before?
- ▶ Who here has coded 3d avatars/camera/platforms before?
- ▶ Who here has worked in teams already?



Your Questions

Do you have any questions at this point?

Practical Video on Camera Feel





GAME DEVELOPERS CONFERENCE 2014

MARCH 17-21, 2014 GDCONF.COM

#1: Using a dynamic camera when another approach would work.

- No shame in focusing on other features.
- Fixed-angle cameras are great!
- Given limited resources, cameras are low priority.



<http://bit.ly/SBGPP001>

► GDC Talk on Cameras

Breakout Groups

- ▶ Fingers Crossed

Reflections and Questions

► ??

Thoughts

- ▶ Camera $j-i$ Space?
- ▶ Camera $j-i$ Mechanics?
- ▶ Camera $j-i$ Character?

Structure

- ▶ Working With Unity
- ▶ Individual Practical Exercises
- ▶ Group Integration Exercise

Content

- ▶ Discussion and Feedback on how it Feels
- ▶ Not focussed on computer science or code inspections
- ▶ Derived from 1st hand experience of working in large studios

Contact

- ▶ sean2.butler@uwe.ac.uk
- ▶ [@butlersean](#)
- ▶ www.seanbutler.net