

GameDev Project: Client Visit

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CMPT385

Dr. Sean Ho

Trinity Western University

Client visit: outline for today

- GameDev Project:
 - Courses
 - People: teams, and team leads
- Software team roles (suggested)
- The Game:
 - Concept
 - Design / game play
 - Software platform

GameDev project: courses

- Summer/Fall 2010: **preparation** (3cr)
 - For software team (you): CMPT385
 - For game design team: already in-progress
 - For team leads: directed studies
- Spring 2010: **implementation** (6cr)
 - Everyone working together
 - Alpha in mid-Mar, beta by end of semester
- Summer 2010: **deployment** (6cr)
 - Some student might opt not to do this
- Total: **15cr** for game development **certificate**

GameDev project: people

- **Producer:** Alma Barranco, Kevin Schut, Sean Ho
 - Kevin and I will be co-teaching Spring
 - We are the “**clients**”: sub-contract to you to do the software design and implementation
- **Project manager:** Tabitha Ewert
 - Keeps everybody on schedule
 - **Team leads** will report to Tabitha

Teams and team leads

- Art team lead: Alenka Kyslik
- Writing team lead: Heather Cerny
- Design team: Dr. Schut
- Sound team lead: Kenny Laing
- Music team lead: Kelsey Anderson
- Software team lead: Joy
- Public relations team: Breanne, Alenka, Shua Her, Heather

Software team roles

- This is just a suggestion; how you self-organize is ultimately up to you and Prof. Sutcliffe
- **Manager/Producer/Librarian:**
 - Keeps everyone on **schedule** / on task
- Chief **Architect** / Chief Programmer:
 - Has primary responsibility for **SW design**
 - “Big picture” of all components
- **Configuration** Manager (or “Librarian”!):
 - **Source code control**, automated builds, packaging/deployment

The Game: concept

- Dr. Chad Friesen came up with idea for **educational** game (target: Jr High / High School) on E.I. duPont: **dye/textile industry** in 1860s-70s
 - **Historical** education (econ, tech, polit.)
 - **Chemistry**: mixing / researching dyes (first synthetic dye made in 1858!)
 - **Marketing**: fashion trends, market research
 - You can contribute more ideas!
- We are looking for a **student** willing to do more bg research on the content / subject matter

The Game: design

- The game design team is in-progress on a “**design document**” to be delivered end of Sep
 - From your perspective, this is the **requirements** document
- **Shell game**: navigation, **context** for minigames
- **Mini games**: game play may **vary**, e.g.:
 - Side-scroller, top-down strategy, fashion-matching
- Design team is expecting only basic **2D graphics** (but feel free to explore!)

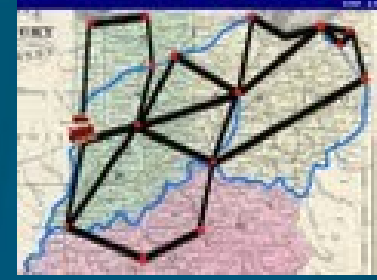
Minigame: Temp. control

- Temperature control manufacturing game
 - Make a dye by balancing temp of mix
 - Multiple pots being heated, but you can pick up only one pot at a time to cool it
 - Reflex game

Resource discovery / gathering

- Get as many **plants** to make dyes as you can
 - **Side-scroller** (e.g., Sonic, Mario)
 - **Time limit, obstacles, fall** off path
- **Desert** level: avoid **lizards** by jumping.
Get **Cochineal** insect (red dye)
- **Underwater**: avoid **sharks/eels**, 60sec time.
Get **Murex brandaris/trunculus** shells (blue)
- **Jungle canopy**: jump, climb trees.
Avoid falling, **snakes**. Get **safflower** (yellow)
- **Forest floor**: **tarantulas**, gorillas.
Get **Acacia Catechu** tree (dark brown)

Transportation platformer



- **Transport** textiles from one city to another
 - Reach most valuable market, minimize **cost**
 - **Map** of cities w/ rail lines, rivers, etc.
 - Every leg has a **cost** and travel **speed**
- Initial **zoomed-out** map for a few seconds, then zoom in to **limited** view, following shipment
 - Player chooses paths at **junctions**
 - **Obstacles**? Rail strike, washed out bridge, weather, bandits, ...?
 - **Time** limit

Marketing minigame

- Compete w/other companies for market share
- Grid map of city, cells may be:
 - Markets to take over (rural or downtown)
 - Salesmen you send out
 - Shops/fabric supply depot (like food)
 - Roads
- Markets under your control yield additional salesmen each turn (2/downtown, 1/rural)
- Place them on your markets; move them to take over other markets

Clothing matching



- Try to re-create a given clothing design while promoting your colours
 - Dress up the character: select clothing
 - Come as close as possible to target design
 - Make it look good, but want to use your colour as much as possible

Software platform

- Choice is ultimately up to **you** and Prof. Sutcliffe
- We suggested **Flash** due to its wide-spread use, but you choose (you have to live with it!)
- Some **criteria** to consider:
 - **Cross-platform** compat. / ease of installation
 - **Maturity** of API (shouldn't keep changing)
 - Developer **community**
(seen any similar projects done in it?)
 - **Multimedia** (asset handling, synchronization)
- You need to be **fluent** with it by Jan!