

# Report

Making games is a creative and technical art form. When developing your own games you will want to use the industry standard game development tools, including the Unity3D game engine and C#.

The life cycle of building a game is based on building prototypes. When creating a game from scratch the first thing you do is making an initial prototype and letting other people test this prototype. Based on their feedback you make an analysis of the positive and negative aspects of the game. Afterwards you start over and recreate a new prototype with improvements based on your analyse. In game development pipelines are a way to simultaneously work out ideas into working features. After releasing it to the public the development phase is not yet finished. You still need to invest time in creating new content, features and bug fixes through the existing pipelines which greatly improve the effort needed to make these changes possible.

How do you make your own games? With our programming knowledge, we are in fact already quite experienced to get started as a game developer. Still, there are a number of important domains with which we are not yet familiar. Physics and graphic design are one of many domains that play a very important role in game development.

You will want to use game engines to build your game, because they are very convenient to use. You use existing code and apply it to the application that you are working on. The most popular game development engine is Unity, which allows for the creation of both 2D and 3D environments. Game development also includes things like character development, physics, animations, backgrounds, and more.

We can conclude by stating that working in game development is not easy, it requires you to be very passionate and involves working long hours. The game industry employment is also fairly volatile. Game development studios crop up, work on one game, and then quickly go under.

## Opinion

J'ai trouvé la conférence très intéressante parce qu'il m'a donné un aperçu de comment ça se passe dans une entreprise de développement de jeux. Le conférencier a parlé de comment l'industrie du jeu est imprévisible, quelque chose j'avais vraiment sous-estimé. Il était très intéressant d'obtenir un aperçu de quelles technologies sont utilisées pour développer des jeux. Il m'a encouragé à développer mes propres jeux et d'utiliser des moteurs de jeu comme Unity. Malheureusement la présentation n'a pas montré comment Unity fonctionne.

C'est aussi intéressant de voir le cours d'un développement de jeu. Ceci est similaire à la façon comment nous développons nos applications. Dans le développement la création d'un

prototype est essentiel. Feedback de la clientèle est très important. Basé sur ces commentaires nous faisons des modifications au prototype.