

Game Development

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Who are you?

What you should make at this course

- A playable game.
- Must be graphically 3D.
- Created in the Source engine (unless the team can provide - by showing a previous production - evidence they know another engine sufficiently well as not to be an obstacle to their progress).
- Should be of the size and scope of a game entered into the Independent Games Festival. (<http://www.igf.com/>)
- Should be able to be put on the web and could get feedback on it beyond "this is not playable".
- Should be playable for at least 20 minutes (can be quick sessions but then repeatability becomes a factor).
- Tips: Focus on a specific mechanic, setting, etc.. And get the most of out of that. Don't simulate the entire universe.
- Focus on making a project of a size that can reach "beta" stage. I.e. functionally complete and playable by end of semester.

Game development vs. game design course

- The game design course is about *preproduction and iterative design*.
- Game development is about *the entire development process*
 - Preproduction
 - Production planning
 - Production
 - Testing
 - Q & A
 - Pitching

Platform: Source (Half-life 2 engine)

- It is possible to work in other tools, but you have to demonstrate an already completed project in the tool you wish to use instead.
- Why not ... Ogre3d? Unity? Torque? Renderware? XNA? My own engine?
- Source has level design tools, extensibility, and community.
- Goal is *to get something done*.

Some examples

- www.igf.com

Scope

- Don't make a straight first person shooter.
- Think about something unique, special, never tried before.
- Can you explain the game to a non-gamer so they want to play it? (Try this in real life.)
- Examples: Collecting clouds. Dodging anvils. Physical puzzles. Daily life. Being a mosquito.

For next time

- Read article, "Team Roles and the Pipeline"
- If you are free, go to lecture on Source in AUD 2 from 18:00-20:00
- Look at Source in the Game Lab.
- Think about a game idea. (Can you explain the game to a non-gamer so they want to play it?)
- Course homepage:
<http://www.itu.dk/courses/MSU/F2007/>