

Course Overview

Tvorba a dizajn počítačových hier (FMFI)

Návrh a vývoj počítačových hier (FIIT)

Michal Ferko

- Previously
 - Teaching this course since 2013
 - PhD in real-time rendering
 - Indie game dev for 2 years
 - Games Lab Master @ Butterfly Effect
- Lead Unity Programmer @ PowerPlay Studio
- Lecturer @ FMFI, FIIT
- Mentor @ Butterfly Effect
- michalferko1@gmail.com

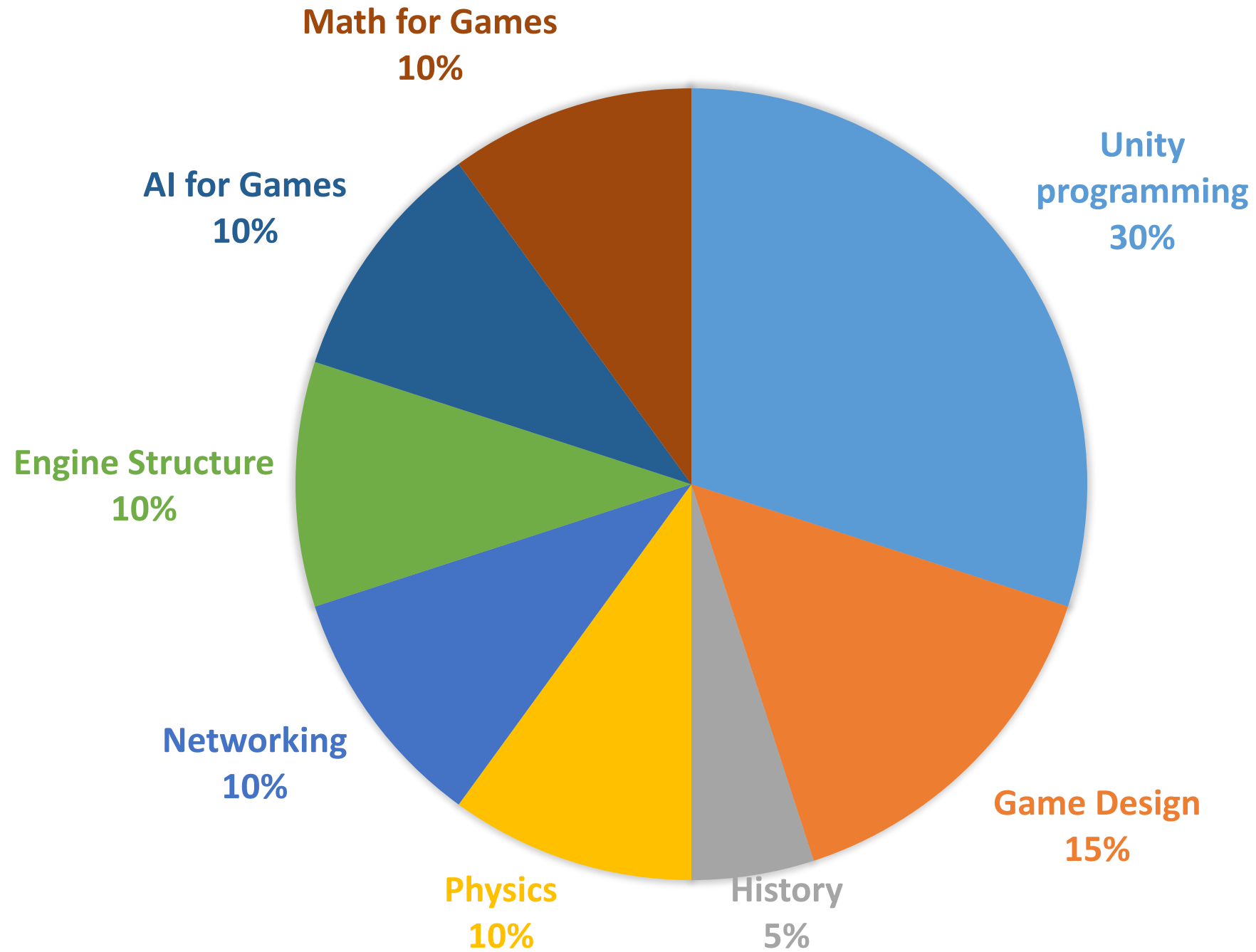
Course Info

- Labs Thursday 14:00 – 15:40 @1.31a
- Lectures Thursday 16:00 – 17:40 @A FMFI
- <https://gamedev.flamingchain.com/>

Invited Talks from the industry

- Part of Labs – last 4-5 labs
- Topics
 - Game Design
 - Game Programming
 - Business & Project Management
 - Art/Content Creation
- People from the industry (SK/CZ)
 - Bohemia Interactive, PIXEL FEDERATION, PowerPlay Studio
 - TBA

LECTURES



Evaluation

FIIT	FMFI
Project (70pt)	Project (100pt)
Game Design Document (10pt)	Game Design Document (15pt)
Presentation (@SGDA) (5pt)	Presentation (@SGDA) (5pt)
Prototype (50pt)	Prototype (75pt)
Gameplay video (5pt)	Gameplay video (5pt)
End of year test (30pt)	-

1. Game Design Document

- Describe game mechanics (and setting/story if present) of a **new** game in the form of a GDD
- Approval required via e-mail
 - Send a few sentences describing the game & if you will use Unity or Unreal
 - Deadline: **Sunday 13. 10. 2019 23:59**
- More info next week
- Deadline for the GDD: **Sunday 20. 10. 2019 23:59**
- Send PDF via e-mail (FMFI), upload PDF to AIS (FIIT)

2. Presentation of the idea

- Short presentation of the game idea (**ONLY 2 minutes**) with slides
- Send slides: **3. 11. 2019 23:59**
 - PPTX with everything embedded (careful with Google Slides & embedding)
 - PDF as a backup
 - Via email (FMFI)
 - Via AIS (FIIT)
- Presentation: **7. 11. 2019 14:00 (during Labs)**

2. Presentation of the idea - SGDA

- 4-5 presenters will be selected by us all!
- They will present at the **monthly meet-up of game developers in Bratislava**
 - SGDA meet-ups
 - SGDA = Slovak Game Developers Association
 - <https://www.facebook.com/svkgda>
 - <https://www.facebook.com/groups/SGDAGroup/>
- SGDA meet-up: **TBA, most likely 19. 11. 2019 18:00**
 - Will be held at **Campus cowork, Staromestská 3**

3. Prototype

- Create a game prototype as you described it in your GDD
- Deliver **all project files** and final build of the game
- Present the prototype
- Deadline: **Sunday 22. 12. 2019 23:59**
- Presentation (LIVE DEMO): **16. 1. 2019 10:00 @1.31a (FIIT)**

Prototype (2)

- Due to a huge variety of possible games, no strict requirements regarding gameplay/functionality are set
- Commented source code and the whole project
- Short presentation of the game
- Platforms
 - Windows (preferred)
 - Android
- Using external tools and code is not forbidden, however large parts of the gameplay must be done by you
 - **Source code you did not write must be marked with comments**

Prototype (3)

- Allowed engines: Unity, Unreal Engine
- Allowed programming languages: C#, C++, Blueprints
- You can work in a group, but
 - You must **have a GIT repository and send access to it when you start working on it!**
 - Check out GitLab or BitBucket for free private repo hosting
- FMFI: Send a link to Google Drive or Git via email
 - I will download it immediately!
- FIIT: Upload to Google Classroom

4. Gameplay video

- Upload a gameplay video with commentary/subtitles to YouTube
- **At least 3 minutes long**
- **Deadline: Sunday 22. 12. 2019 23:59** (Same as prototype deadline)

5. Exam test

- Only for FIIT students
- 30 questions = 30 points
- In AIS
- Questions from lectures & labs (not invited talks!)
- **16. 1. 2019 9:00 @1.31a (FIIT)**

What if I miss a deadline?

01



YOU DIED

3 Flash Sweat



4 Estus Flask +1

Chaos Witch Quelaag

610

Evaluation

- 100 – 92 A
- 91 – 83 B
- 82 – 74 C
- 73 – 65 D
- 64 – 56 E
- 55 – 0 Fx

Summary

1. Get a game idea approved (13. 10. 2019)
2. Submit GDD (20. 10. 2019)
3. Send presentation (3. 11. 2019)
4. Present during Labs (7. 11. 2019)
5. Chosen people present at SGDA meetup (19. 11. 2019)
6. Submit prototype & gameplay video (22. 12. 2019)
7. Present game & pass exam (16. 1. 2019)
8. [OPTIONAL] Show demo at another SGDA meet-up (??)

Homework

- Join the SGDA Facebook group:
<https://www.facebook.com/groups/SGDAGroup/>
- YouTube
 - Subscribe to Extra Credits:
https://www.youtube.com/channel/UCCODtTcd5M1JavPCOr_Uydg
 - Subscribe to Unity: https://www.youtube.com/channel/UCG08EqOAXJk_YXPDsAvReSg
 - Subscribe to GDC: https://www.youtube.com/channel/UC0JB7TSe49lg56u6qH8y_MQ
- Unity
 - Watch all 10 Beginner Editor Tutorials:
<http://unity3d.com/learn/tutorials/modules/beginner/editor>
- Watch Indie Game: The Movie