

Course Overview

Tvorba a dizajn počítačových hier (FMFI)

Návrh a vývoj počítačových hier (FIIT)

23. 9. 2021

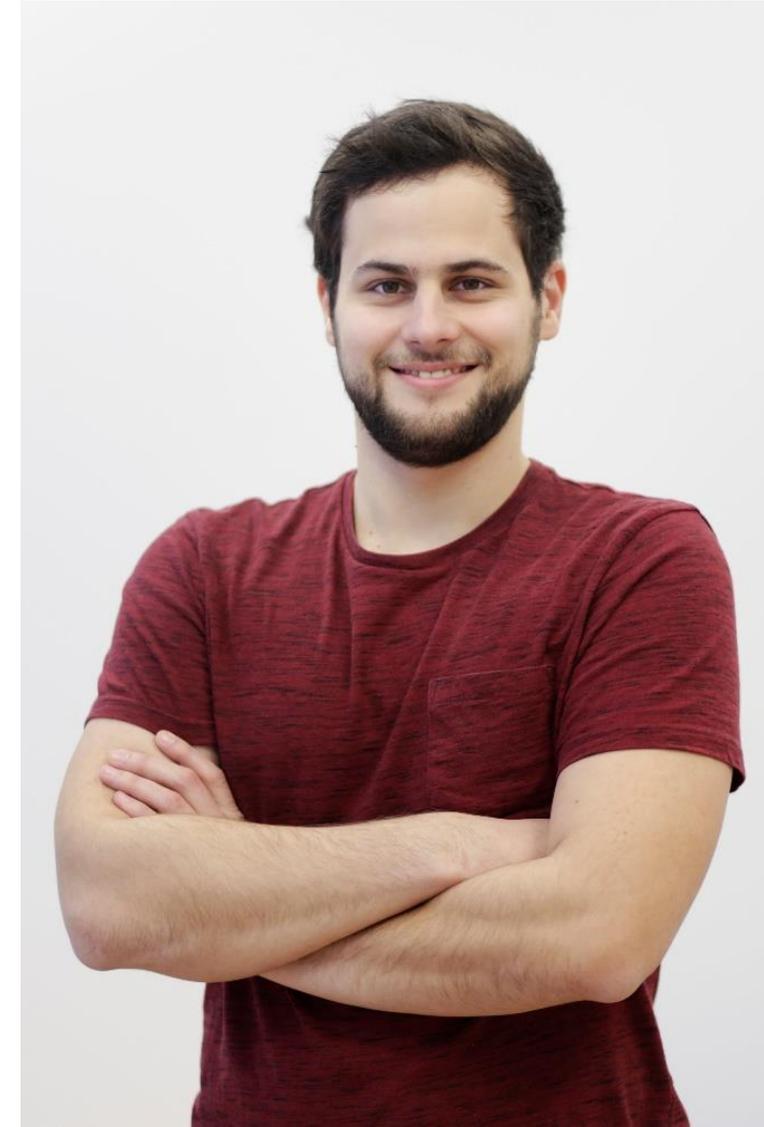
Michal Ferko

Michal Ferko

- Lead Unity Programmer @PowerPlay Studio
- Mentor @Butterfly Effect & @Summer Game Dev
- Lecturer @FMFI UK (since 2013) and @FIIT STU (since 2018)

Previously

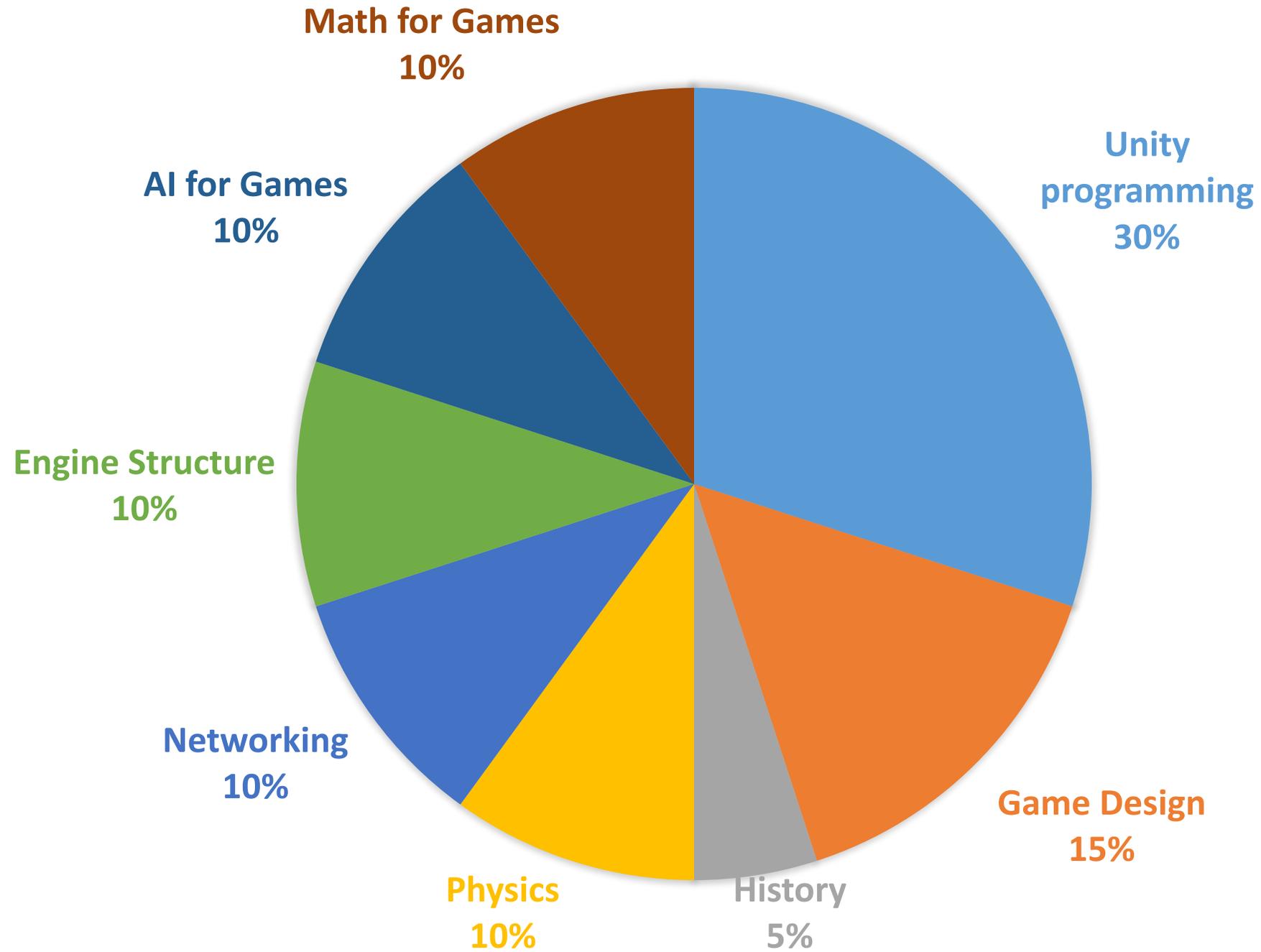
- Founder @Summer Game Dev, main organizer 2016-2018
- PhD in real-time rendering @FMFI UK
- CEO & Co-founder @eof studios
- Games Lab Master @Butterfly Effect



Course Info

- Labs Thursday 14:00 – 15:40 @1.31a FIIT STU
 - Michal Ferko
 - Dominika Dolhá
- Lectures Thursday 16:00 – 17:40 @A FMFI
 - Michal Ferko
- Website: <https://gamedev.flamingchain.com/>
- Contact: michalferko1@gmail.com

LECTURES



Invited Talks from the industry

- Part of Labs – last 2-3 labs
- Topics
 - Game Design
 - Game Programming
 - Business & Project Management
 - Art/Content Creation
- People from the industry (SK/CZ)
 - PIXEL FEDERATION, PowerPlay Studio, SuperScale...
 - TBA

Evaluation

FIIT	FMFI
Project (70pt)	Project (100pt)
Game Design Document (10pt)	Game Design Document (15pt)
Presentation (5pt)	Presentation (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
 - Deadline: **Sunday 17. 10. 2021 23:59**
- More info next week
- Deadline for the GDD: **Sunday 24. 10. 2021 23:59**
- Send PDF via e-mail (FMFI), upload PDF to AIS (FIIT)

2. Idea Pitch

- Short presentation of the game idea (**ONLY 2 minutes**) with slides
- Send slides: **Sunday 14. 11. 2021 23:59**
 - PPTX with everything embedded (careful with Google Slides & embedding)
 - PDF as a backup
 - Via email (FMFI)
 - Via AIS (FIIT)
- Presentation: **Thursday 18. 11. 2021 14:00** (during Labs)

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 19. 12. 2021 23:59**
- Project discussion (exam): **Thursday 13. 1. 2022 10:00**

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)

- **Must be in Unity (C#)**
- Work in a group is preferred, but
 - You must **have a GIT repository and send access to it when you start working on it!**
 - Check out GitLab/BitBucket/GitHub for free private repo hosting
- Submission
 - 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 19. 12. 2021 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!)
- **Thursday 13. 1. 2022 9:00**

Prototype presentation (@SGDA)

- We will select 4-5 prototypes after submission
- 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, Around 20. 1. 2022**
- **Completely optional and you can refuse** (but should not!)

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

Assignment	Deadline	Points (FIIT)	Points (FMFI)
Send game idea via email	17. 10. 2021	-	-
Submit GDD	24. 10. 2021	10	15
Send Idea Pitch Presentation	14. 11. 2021	5	5
Present your idea	18. 11. 2021 14:00		
Submit gameplay video	19. 12. 2021	5	5
Submit project	19. 12. 2021	50	75
Project discussion	13. 1. 2022 10:00		
End of term test	13. 1. 2022 9:00	30	-
<i>(Optional) Present prototype @SGDA</i>	<i>TBA (Jan 2022)</i>	-	-

<https://bit.ly/navph2021calendar>

Homework

- Join the SGDA Facebook group:
<https://www.facebook.com/groups/SGDAGroup/>
- YouTube
 - [Game Maker's Toolkit](#), [Extra Credits](#), [Unity](#), [GDC](#)
- Unity
 - Watch all 10 Beginner Editor Tutorials:
<http://unity3d.com/learn/tutorials/modules/beginner/editor>