

# Course Overview

Tvorba a dizajn počítačových hier (FMFI)

Návrh a vývoj počítačových hier (FIIT)

22. 9. 2022

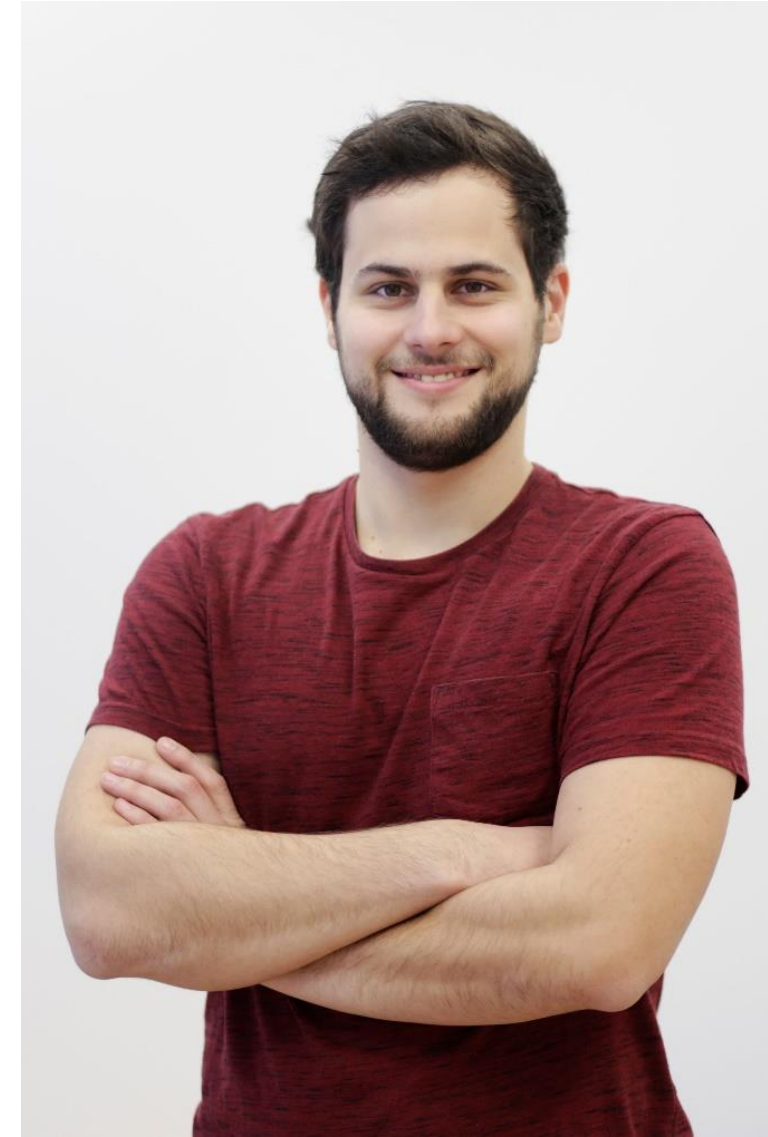
Michal Ferko

# Michal Ferko

- Senior Unity Programmer @Crazy Labs
- Mentor @Summer Game Dev
- Lecturer @FMFI UK (since 2013) and @FIIT STU (since 2018)

## Previously

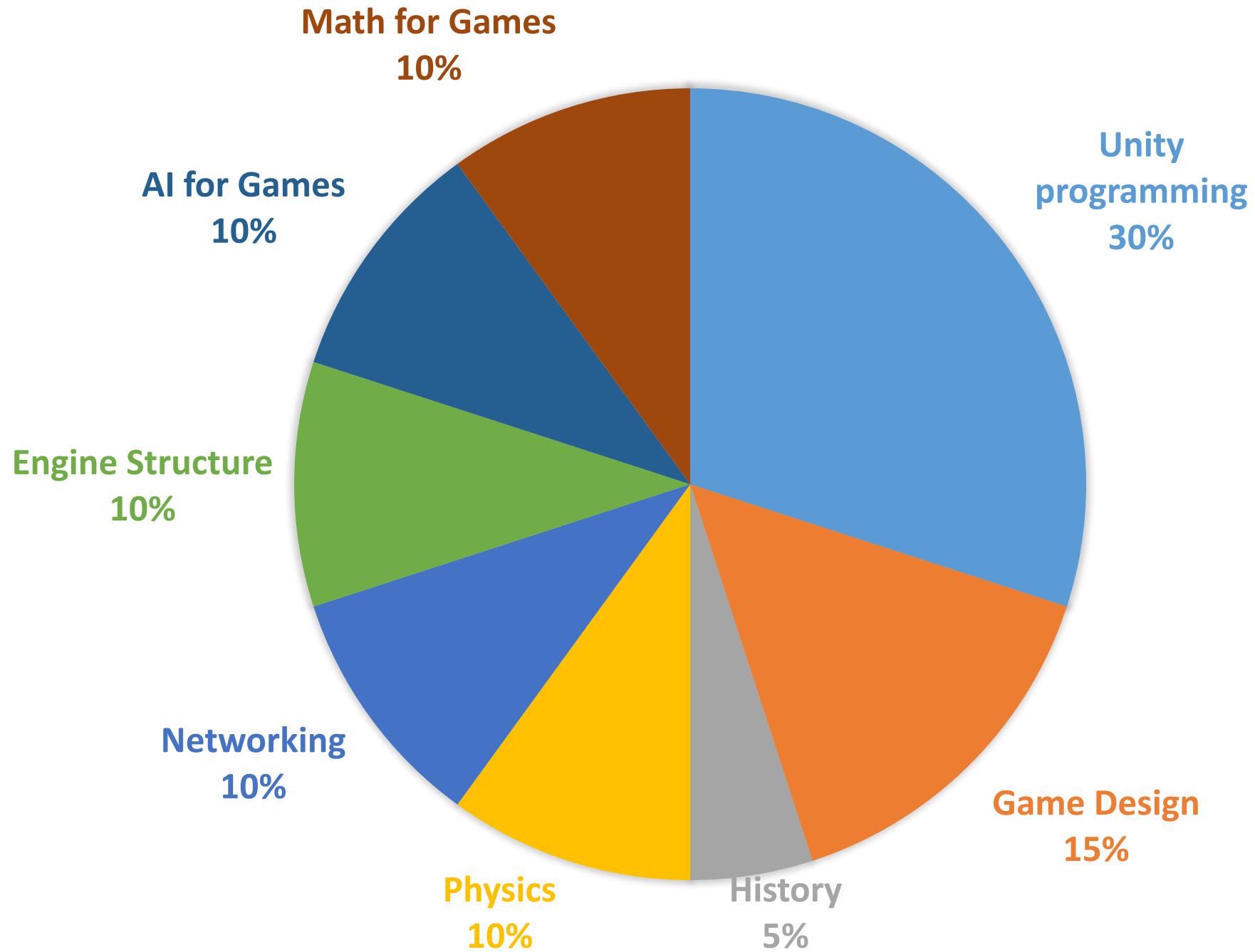
- Lead Unity Programmer @PowerPlay Studio [4y]
- Founder & organizer @Summer Game Dev [4y]
- PhD in real-time rendering @FMFI UK [4y]
- CEO & Co-founder @eof studios [5y]
- Games Lab Master/Mentor @Butterfly Effect [3y]



# Course Info

- Labs Thursday 12:00 – 13:40 @1.31a FIIT STU
  - Patrik Tománek
- Labs Thursday 14:00 – 15:40 @1.31a FIIT STU
  - Michal Ferko
  - Patrik Tománek
- Lectures Thursday 16:00 – 17:40 @1.31a FIIT STU
  - Michal Ferko
- Website: <https://gamedev.flamingchain.com/>
- Contact: [michalferko1@gmail.com](mailto:michalferko1@gmail.com)

# LECTURES



# Invited Talks from the industry

- Part of Labs – last 2-3 labs
  - Is 14:00 – 15:40 OK for everyone?
- Topics
  - Game Design
  - Game Programming
  - Business & Project Management
  - Art/Content Creation
- People from the industry
  - Previously:
    - Global – Larian Studios, Funcom, Ten Square Games...
    - SK - PIXEL FEDERATION, PowerPlay Studio, Nine Rocks Games, SuperScale...

# Evaluation

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

# 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 16. 10. 2022 23:59**
- More info next week
- Deadline for the GDD: **Sunday 23. 10. 2022 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 20. 11. 2022 23:59**
  - PPTX with everything embedded (careful with Google Slides & embedding)
  - PDF as a backup
  - Via email (FMFI)
  - Via AIS (FIIT)
- Presentation: **Thursday 24. 11. 2022 12:00 & 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 18. 12. 2022 23:59**
- Project discussion (exam): **Thursday ~19. 1. 2023 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 allowed
- 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# (preferred) or in Unreal**
  - Unreal – won't be part of labs/lectures, you will receive less support
- Work in a group is recommended!
  - You must **have a GIT repository and send us access**
  - 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

# **MAKE A GROUP PROJECT!**

You will learn more

You will create a bigger game

You will create a more finished game

Game Design **is** Communication

**Communication is a must at work**

# 4. Gameplay video

- Upload a gameplay video with commentary/subtitles to YouTube
- **At least 3 minutes long**
- Deadline: **Sunday 18. 12. 2022 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 ~19. 1. 2023 9:00**

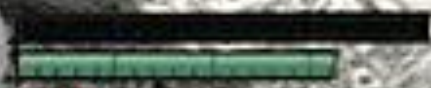
# Prototype presentation (@SGDA)

- 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 March 2023**
- **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	16. 10. 2022	-	-
Submit GDD	23. 10. 2022	10	15
Send Idea Pitch Presentation	20. 11. 2022	5	5
Present your idea	24. 11. 2022 14:00		
Submit gameplay video	18. 12. 2022	5	5
Submit project	18. 12. 2022	50	75
Project discussion	~19. 1. 2023 10:00		
End of term test	~19. 1. 2023 9:00	30	-
<i>(Optional) Present prototype @SGDA</i>	<i>TBA (Mar 2023)</i>	-	-

# Homework

- Join the SGDA Facebook group:  
<https://www.facebook.com/groups/SGDAGroup/>
- YouTube
  - [Game Maker's Toolkit](#), [Extra Credits](#), [Unity](#), [GDC](#)
- Unity
  - Start with a beginner's tutorial for Unity: <https://learn.unity.com/pathway/unity-essentials>