

Course Overview

Tvorba a dizajn počítačových hier (FMFI)

Návrh a vývoj počítačových hier (FIIT)

21. 9. 2023

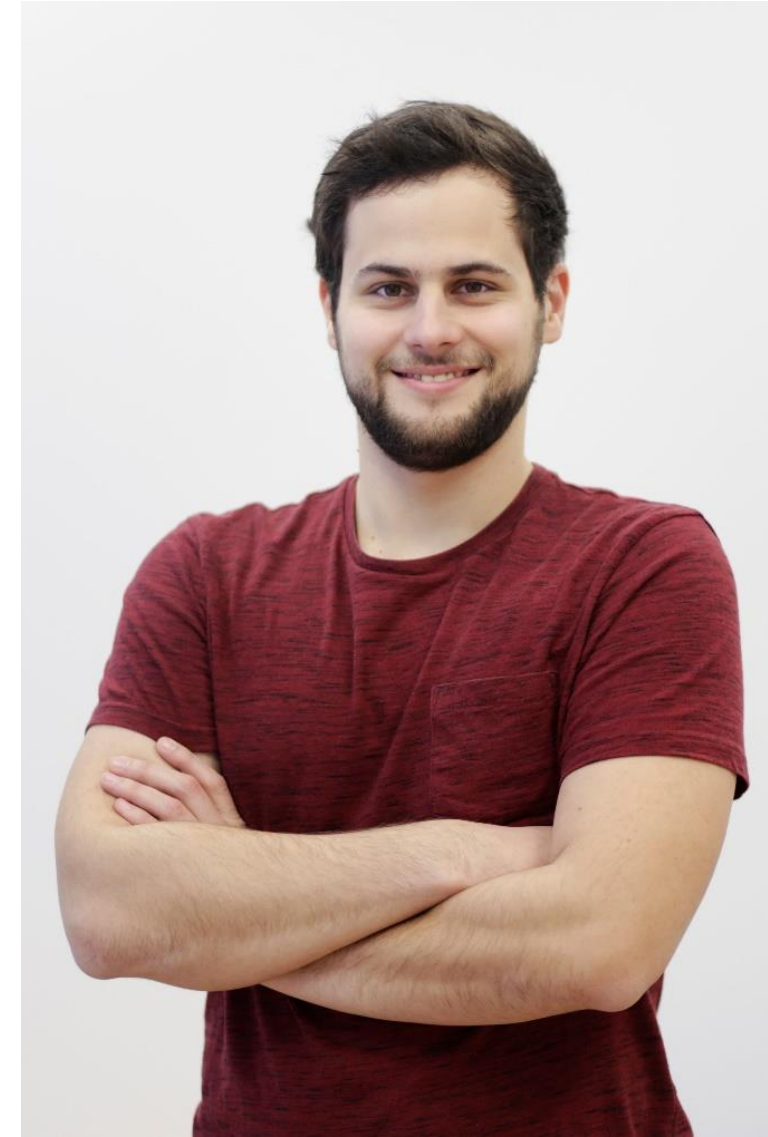
Michal Ferko

Michal Ferko

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

Previously

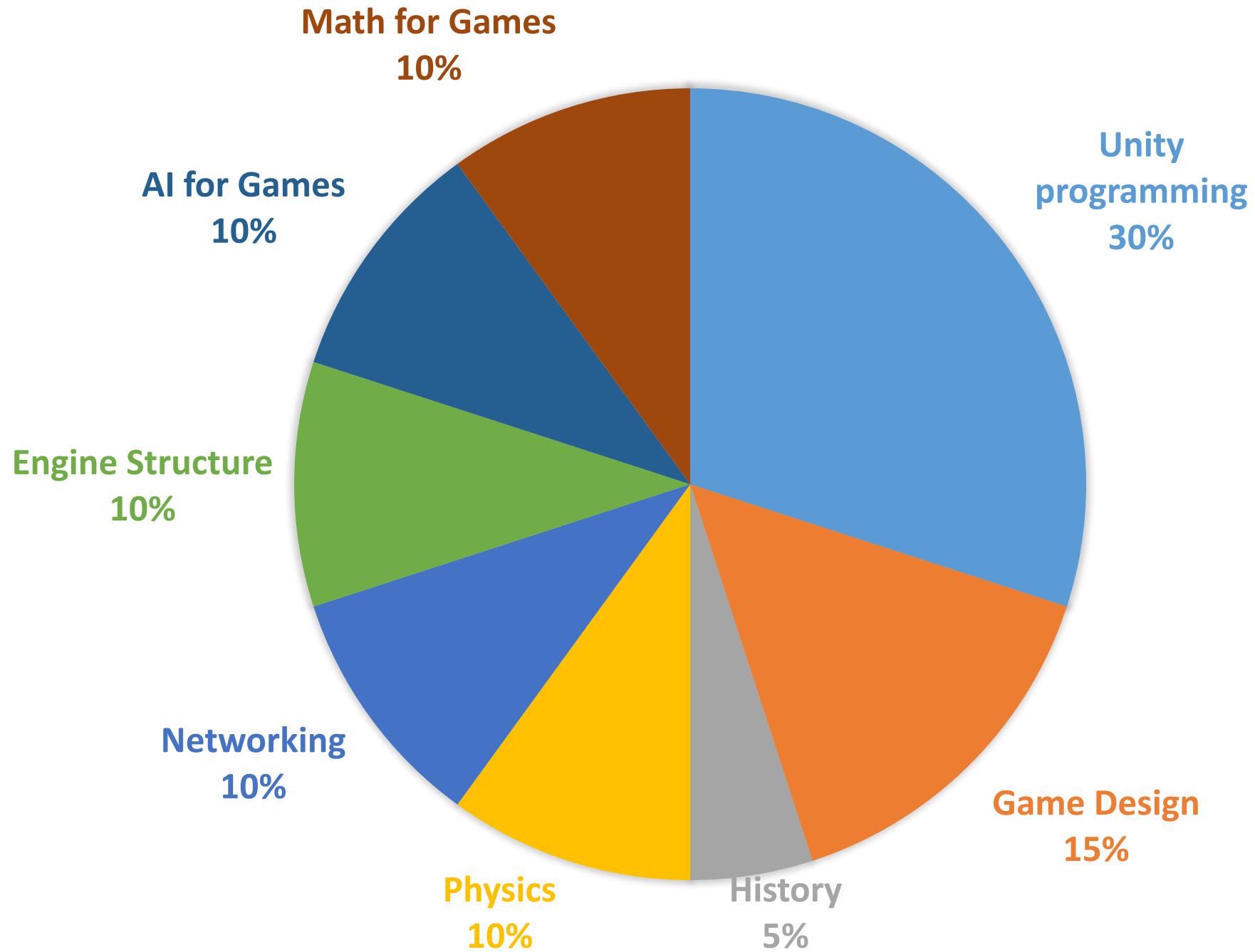
- Lead Unity Programmer @PowerPlay Studio [4y]
- Founder & organizer @Summer Game Dev [4y]
- PhD in real-time rendering @FMFI UK [4y]
- CEO & Co-founder @eof studios [5y]
- Games Lab Master/Mentor @Butterfly Effect [3y]



Course Info

- Lectures Thursday 14:00 – 15:40 @-1.58 (U120) FIIT STU
 - Michal Ferko
- Labs Thursday 16:00 – 17:40 @1.31a FIIT STU
 - Michal Ferko
 - Tibor Sloboda
- Labs Thursday 18:00 – 19:40 @1.31a FIIT STU
 - Tibor Sloboda
- Website: <https://gamedev.flamingchain.com/>
- Contact: michalferko1@gmail.com

LECTURES



Invited Talks from the industry

- Part of Labs – last 2-3 labs
 - Is 16:00 – 17:40 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
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 22. 10. 2023 23:59**
- More info next week
- Deadline for the GDD: **Sunday 29. 10. 2023 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 19. 11. 2023 23:59**
 - PPTX with everything embedded (careful with Google Slides & embedding)
 - PDF as a backup
 - Via email (FMFI)
 - Via AIS (FIIT)
- Presentation: **Thursday 23. 11. 2023 16:00 & 18:00** (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 17. 12. 2023 23:59**
- Project discussion (exam): **Thursday 18. 1. 2024 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#**
- Work in a group is strongly recommended!
 - You must **have a GIT repository and send us access**
 - We recommend GitHub for free private repo hosting
 - highest limit for storage from 1.10.2023 – 10GB for Git LFS, unlimited for small files in private repos
 - Alternatives: GitLab, Bitbucket
- Submission
 - FMFI: Send a link to Google Drive or Git via email (no speed-limited hosting!!!)
 - 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 17. 12. 2023 23:59** (Same as prototype deadline)

5. Exam test

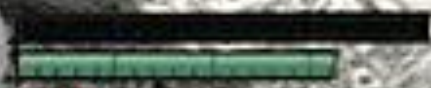
- Only for FIIT students
- 30 questions = 30 points
- In AIS
- Questions from lectures & labs (not invited talks!)
- **Thursday 18. 1. 2024 9:00**

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 2024**
- **Completely optional and you can refuse** (but should not!)

What if I miss a deadline?

01



YOU DIED

3 Flash Sweat



Chaos Witch Quelaag

4 Estus Flask +1

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	22. 10. 2023	-	-
Submit GDD	29. 10. 2023	10	15
Send Idea Pitch Presentation	19. 11. 2023	5	5
Present your idea	23. 11. 2023		
Submit gameplay video	17. 12. 2023	5	5
Submit project	17. 12. 2023	50	75
Project discussion	18. 1. 2024 10:00		
End of term test	18. 1. 2024 9:00	30	-
<i>(Optional) Present prototype @SGDA</i>	<i>TBA (Mar 2024)</i>	-	-

Homework

- Install Unity
 - <https://unity.com/download>
 - Use Unity Hub, install Visual Studio as part of it
- 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>