#### Games I: Design and Architecture

# Week 09 (10/23) Choosing Your Game Engine Team Dynamics

## What is a Game Engine?

- Software framework
- Rendering engine (graphics)
- Physics engine (collision detection)
- Scene graph
- Scripting, sound, animation, AI, network
- Algorithms for game mechanics

## Some examples:

- <u>Unity</u>
- <u>Xcode</u>
- <u>p5.js</u> / <u>Processing</u>
- GameMaker Studio
- RPG Maker
- Game Salad

CryEngine
Unreal Engine
Panda 3D
Alice

- Fusion
- DarkBASIC

What game engines have you used?

## **Choosing Your Game Engine**

• What platform(s) will your game run on? Familiarity with programming language(s) • How much of a learning curve? How will art and sound assets be shared with programmers? How easily will you be able to program. and test new game elements?

## **Choosing Your Game Engine**

Will you continue using this engine to implement your game next semester?
Hard coding vs. optimization
Prototyping vs. implementation
Skill-building

## Team Dynamics - Typical Roles

Game Designer Producer Programmer Visual Artist Quality Assurance Sound Designer Writer Level Designer

## Team Dynamics - for Games I

Everyone is a Game Designer
Brainstorm, playtest, document concepts
Manage project goals and team tasks
Speak technically with the programmer

Roles/responsibilities may be shared Specialization (Art, Programming, Sound)

## The Design Document

Ultimate goal is to communicate design idea
 To team members, stakeholders, others

A living document - always changing

Organized modularly

## The Design Document - Contents

- Overview/Mission Statement
- Audience, Platform, Marketing
- Gameplay
- Characters
- Story
- World
- Media
- Technical Details

# For Week 10 (10/30)

#### [Group] Choose Your Game Engine

- What platform(s) will your game run on?
- Familiarity with programming language
- Team communication/production pipeline
- Next semester

#### [Group] Design Log - Focus Questions

- What do you want to prove/demonstrate?
- What are you most concerned about?
- What are you most excited about?