



# Game Development

Videogames?

# What is a videogame?

Interactivity!

Player: A source of fun.

Developer: A system that integrates art, technology and creativity. A challenge.

Publisher: Millionaire industry.

**Videogame = Art + Technology + Game Design**

Videogames:

- Casual (Indie)
- AAA (Hardcore)

# Videogame production:

- Game design / level design
- Art: 3d models, conceptual art, sound, etc.
- Programming: Engine, AI, scripters, shaders, etc.
- QA: Beta testers, unit testing, etc.
- Direction: Producers
- Publishers

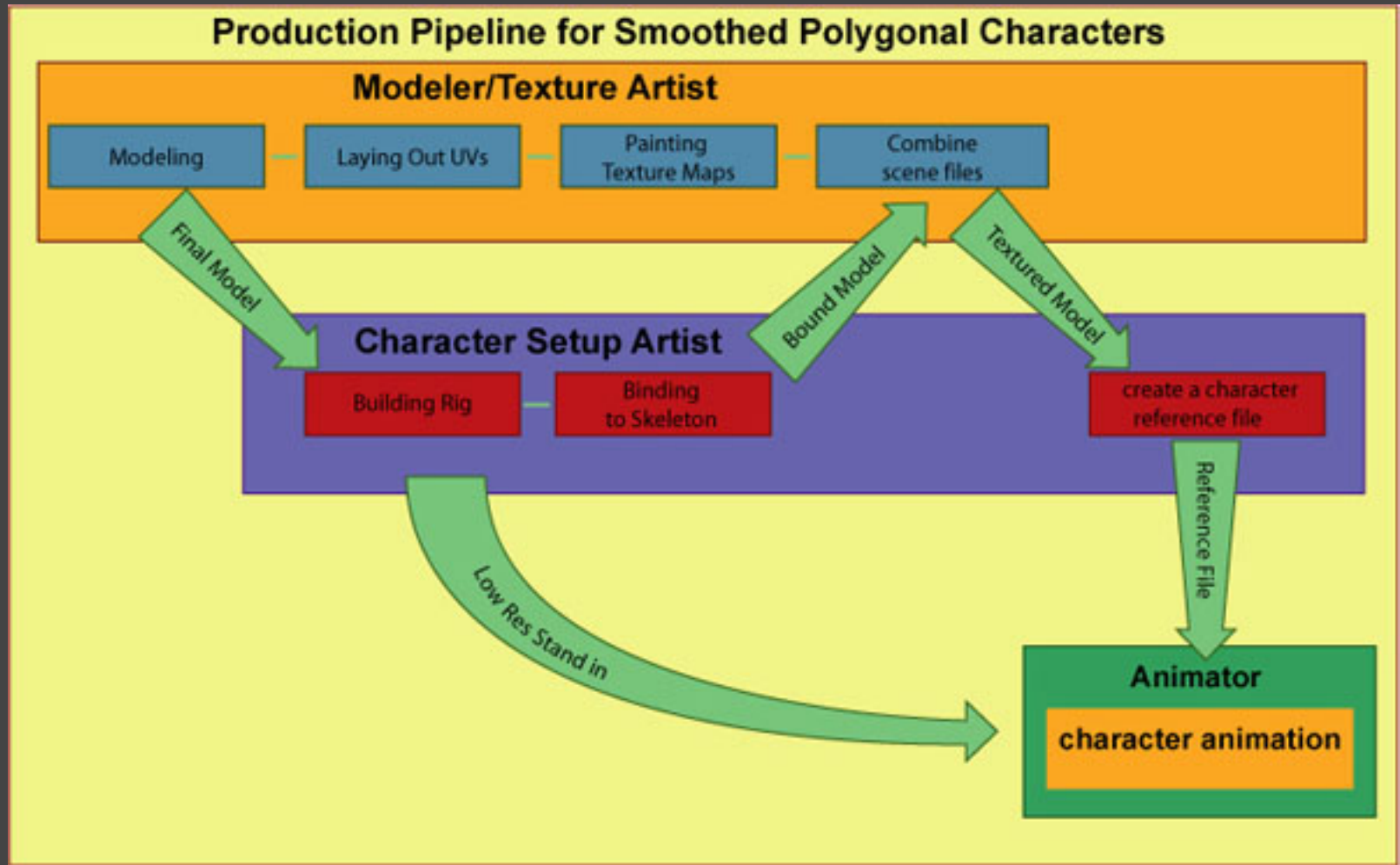
# Vocabulary

**Game engine:** Libraries and tools that help you create games

- Physics engine
- Sound engine
- Game engine
- AI engine

**Middleware:** Software that connects different software components(engine) and applications. Lets you build games in a centralized way.

**Pipeline:** Chain of processes that constitute the production of a certain part of a videogame.



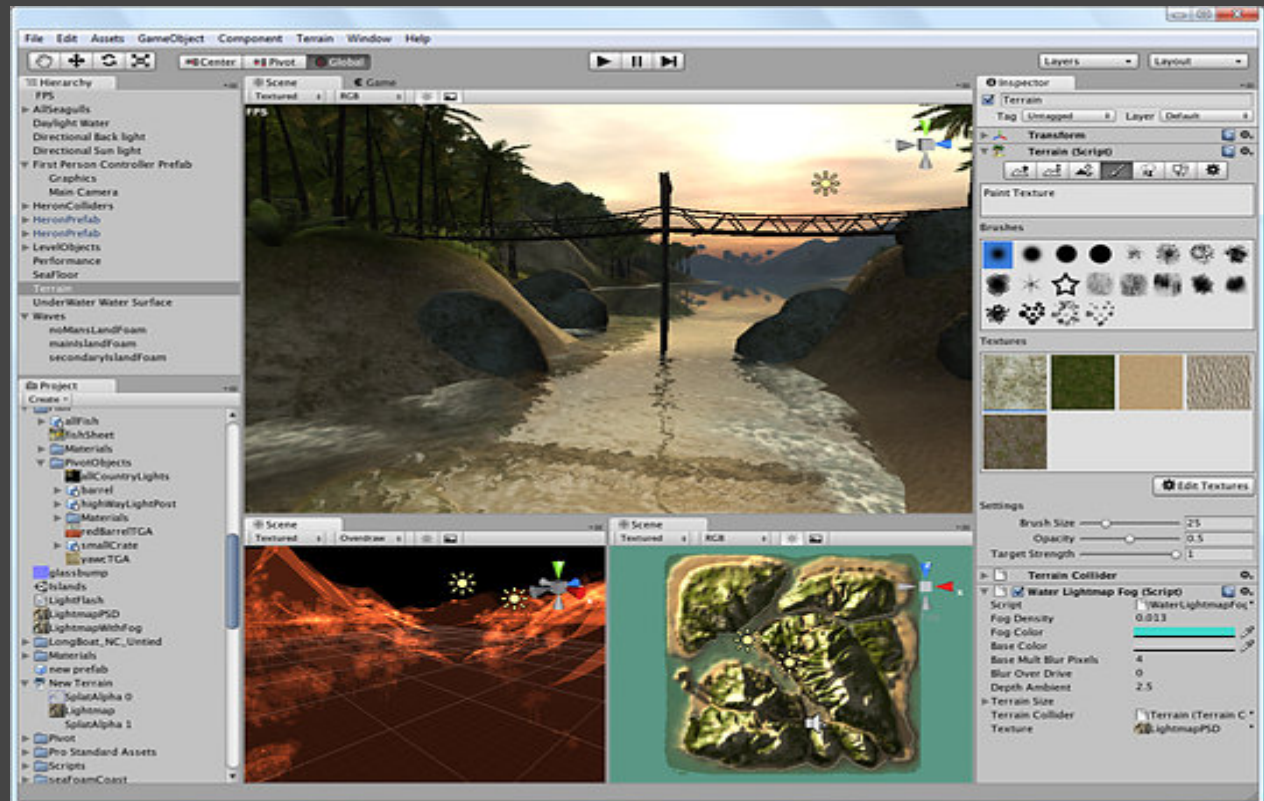
*Character pipeline*



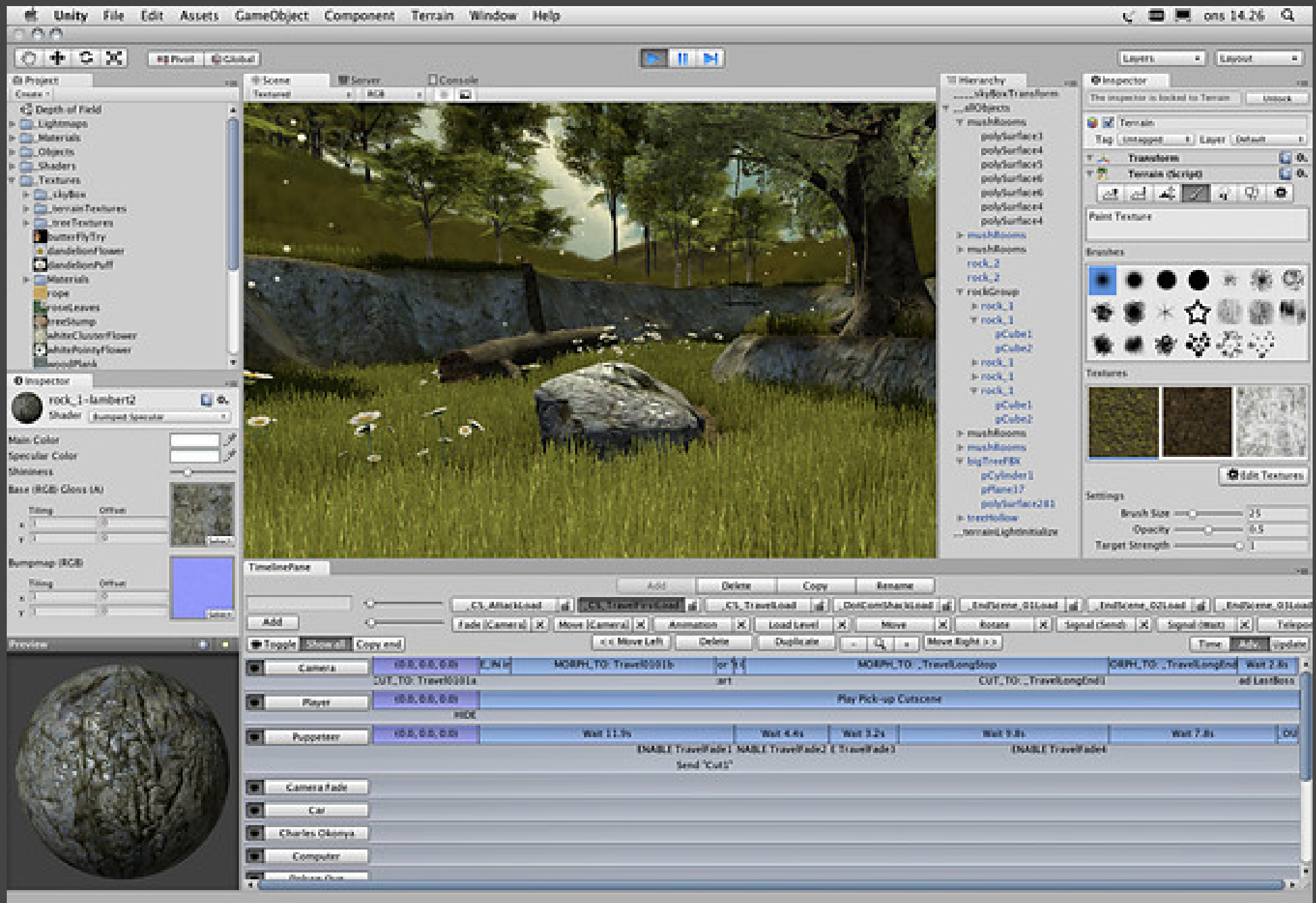
**Unity3d**

# Unity 3d

- Middleware
- Multiplatform
- Script based
- Rapid iteration
- iPhone and Nintendo Wii publishing
- Web publishing
- PhysX
- Terrain
- Networking



# Unity3d Interface





# Unity scripting

- Languages:
  - Javascript (UnityScript)
  - C#
  - Boo
- Mono / .net
- Event based
- Components / Mixins
- Editor extensions
  - Windows / Inspector / Wizards
  - Gizmos
  - Environment variables
- ShaderLab
  - Shader programming
  - Extends the graphics pipeline

# Links

- <http://unity3d.com/support/>
- <http://unifycommunity.com/>
- <http://diamondtearز.org/>
- <http://myunity3d.com/>
- <http://www.silentkraken.com/>

# AutumnFall

- <http://code.google.com/p/autumnfall/>

# Contact

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Thanks for your time.

# Questions?