Game Developers Conference 2008

Technical Game Development II

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The Big Names
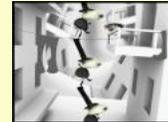
Independent Games Festival

Student Games

Fez

Tri-Achnid

Crayon Physics

World of Goo

Audiosurf

P.B. Winterbottom

http://www.igf.com/02finalists.html

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jMonkey Engine Architecture

Application: Game, Modeler, Level Builder, etc.			
Graphics	Effects	Physics	AI
Input	Camera	Controllers	Animation
Geometry	GUI		Sound
Scene Graph			
Renderer			

| Java Native Interface (JNI): | LWJGL | JOGL | ??? |

OpenGL / OpenGL ES

| Operating System: | Windows | Linux | OSX |

Myths of Game Development

Matt Weise, Boston Post Mortem, Dec 11, 2008

"As long as there is still time left on a milestone, you still have time to add a feature."

"Polish is something you do at the end."

"Testing is a minor aspect of development."

"Game designers are like movie directors."

"Game designers tell other people on the team what to do."

"Games are 'authored' by game designers only."

"Programmers are like movie directors."

"Programmers only have to implement the features that interest them."

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"Games are 'authored' by programmers only."

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"Multiplayer is just singleplayer with more players."

"You can make an MMO in 9 weeks."

"The design, tech, and testing online gaming are on the same scope as singleplayer."

"More work will get done if you work long hours."

"Working more hours will result in a better product."

"Your schedule doesn't affect other people."

Slide 1

"You have no human frailties."

(text overlaid with a red prohibition/no symbol)

Slide 2

"If you understand your game, so will the player."

"It's okay if your gameplay isn't intuitive as long as you gave a great tutorial."

Slide 1

"UI is a minor design issue."

Slide 2

"If your game isn't fun at first iteration, you suck."

"Only bad design teams are forced to cut features."