

9.2_B

Review

What skills do games developers need to develop?

What are some common concepts + principles for all games?

Coding for games: resources and challenges?

Notes

modern games: colour, _____, animation and movement

_____ diff. things happening at same time

interactivity: _____ with display

game _____ and narrative essential

Johnson (2019): no single _____ has all skills – need 'massive _____'

true for some game _____, not all

creating graphics

managing time – esp. _____ time to manage action

game _____/game _____

all linked by _____-oriented programming

2 categories of books:

1. focus on specific domains

2. focus on specific game engines (Gregory, 2018)

key challenges for coding

timing and sequencing: need particular attention

compressed development _____: little time to build and test the software, developers

work on code at _____ time, so need to understand each others' _____

games performance _____ so code → extremely efficient

'Game Programming Patterns' (_____, 2014)

Summary