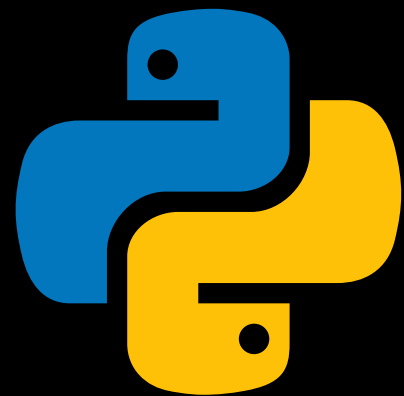


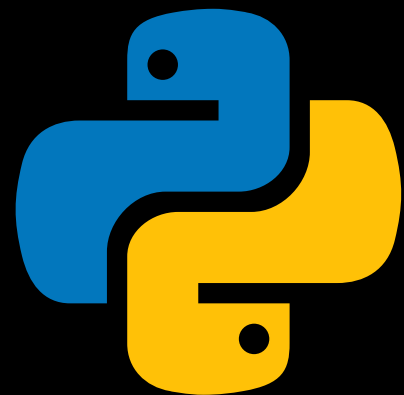
GAME ENGINE DEVELOPMENT II

GDLC



Disclaimer

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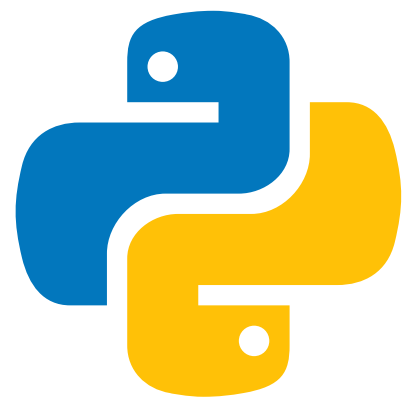


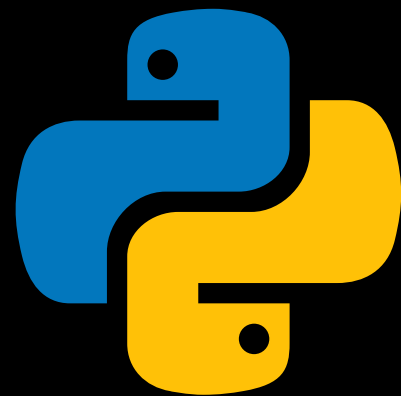
primary
objective

secondary
objective

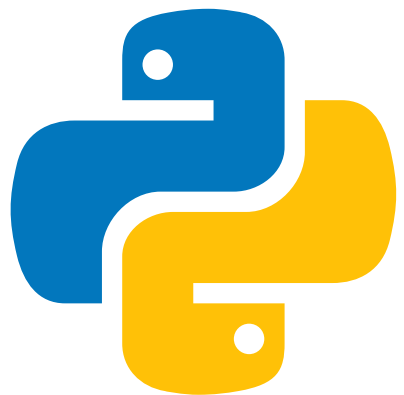
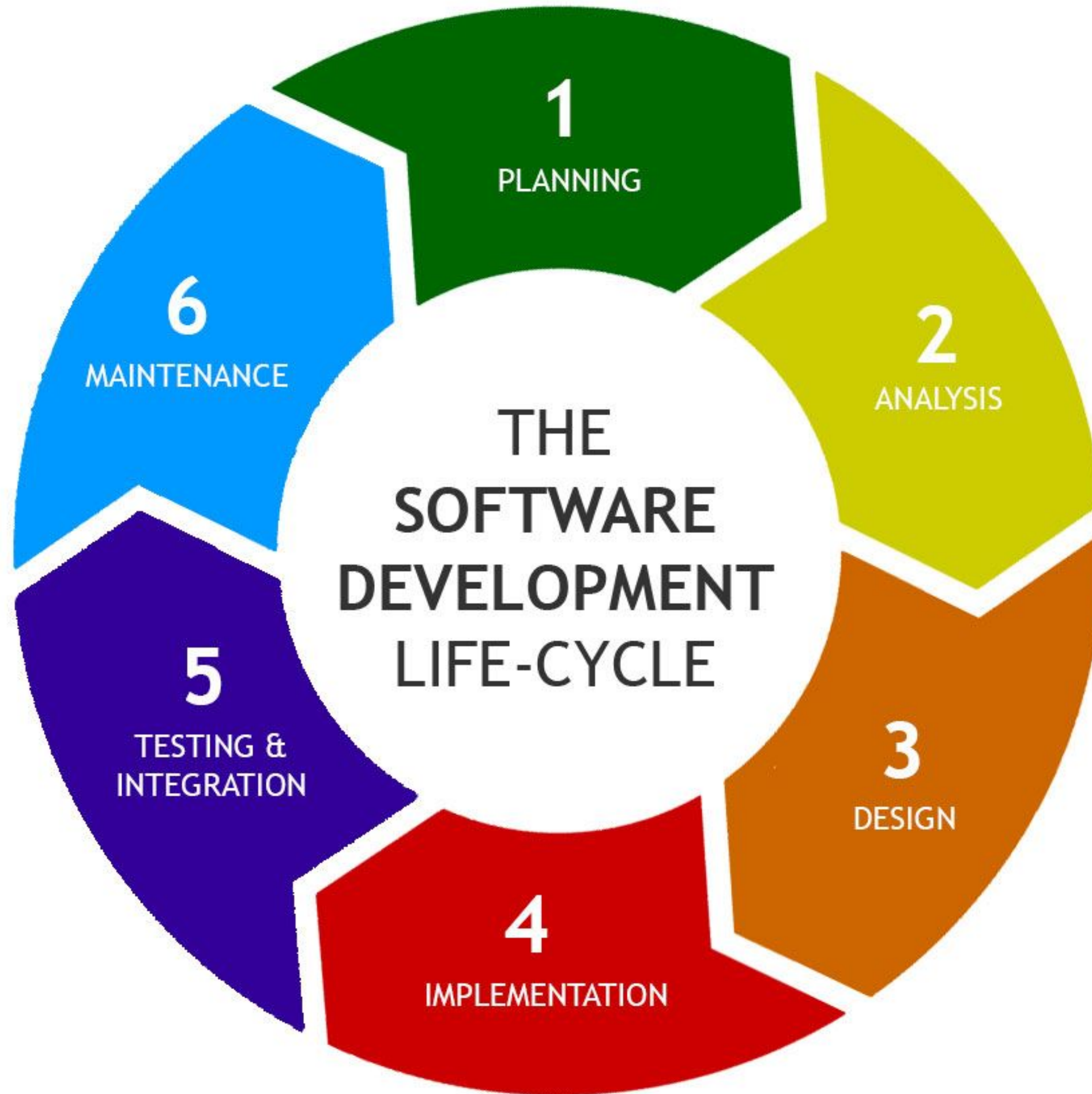
GDLC

Your Game Documented
properly



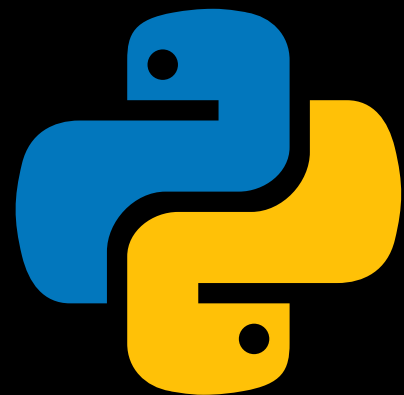


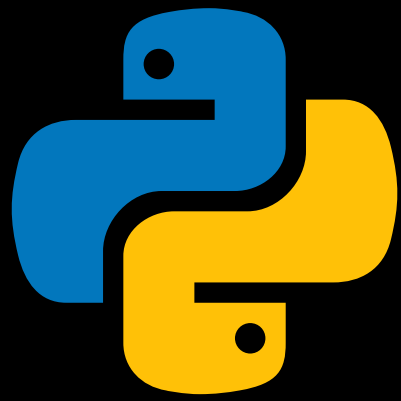
What is
SDLC



why SDLC?

- Project Management
- One project involves budget, schedule and expectation
- Mismanagement will incur time span and hence increase cost to the project
- SDLC is to set focus and milestones to the development process until its completion



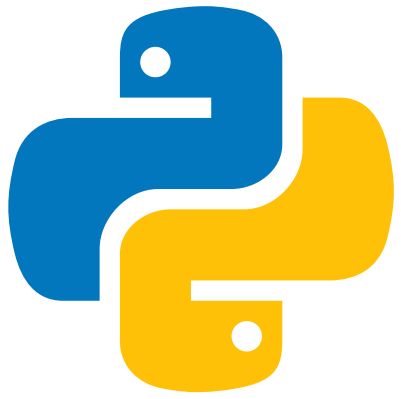
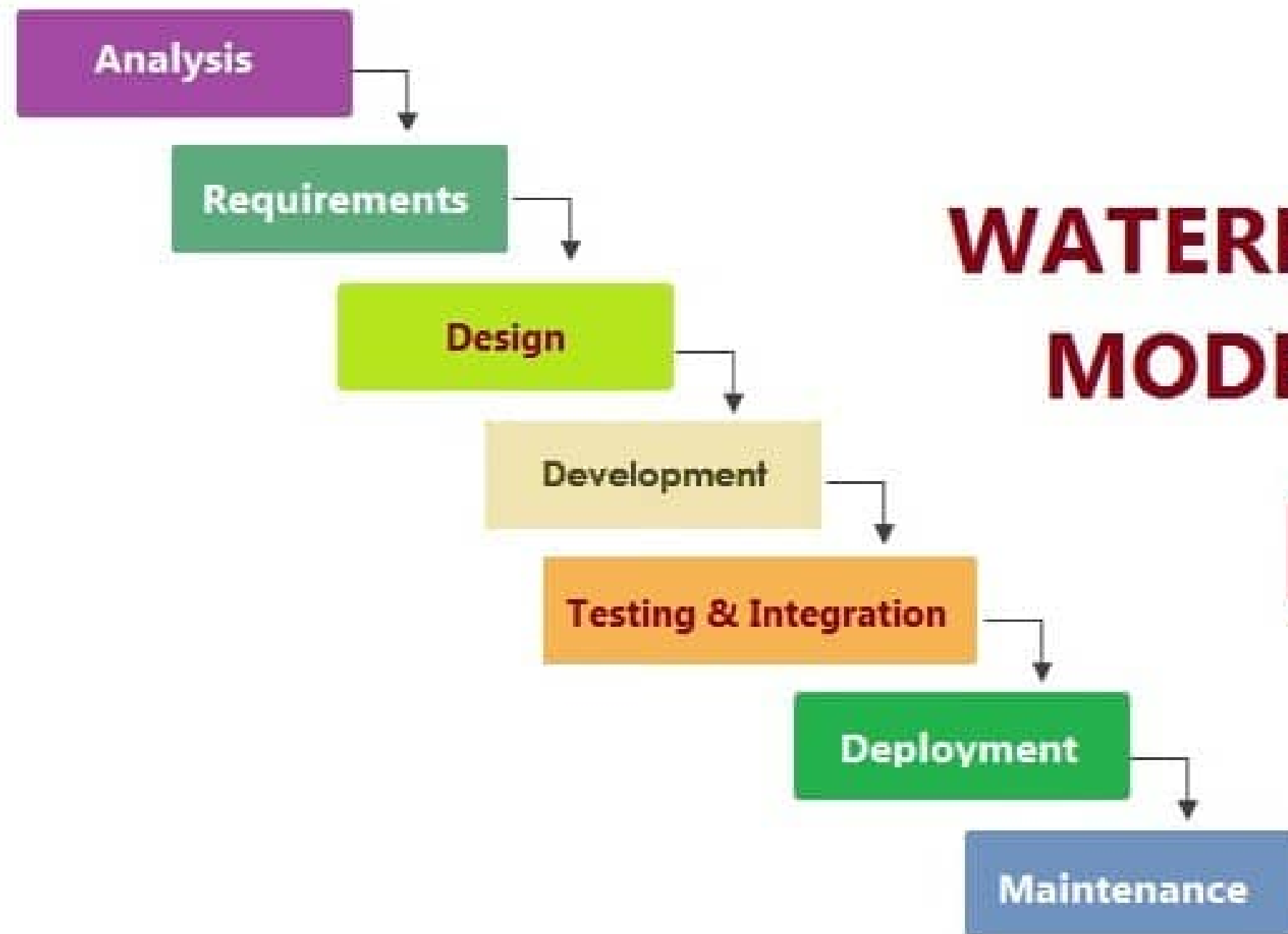


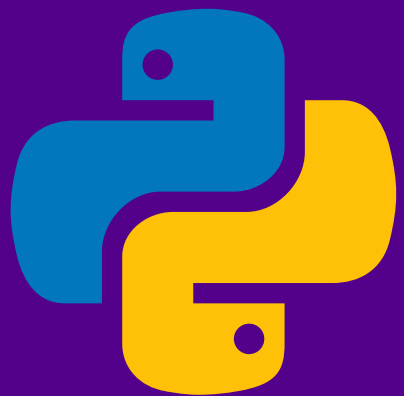
Advantages

- Focus on tradeoffs
- Focus on goals
- Controls: milestones, checklist, accountability
- Tools, models, CASE (Computer Aided Software Eng.)
- Hierarchical decomposition
- Designed for user & manager involvement

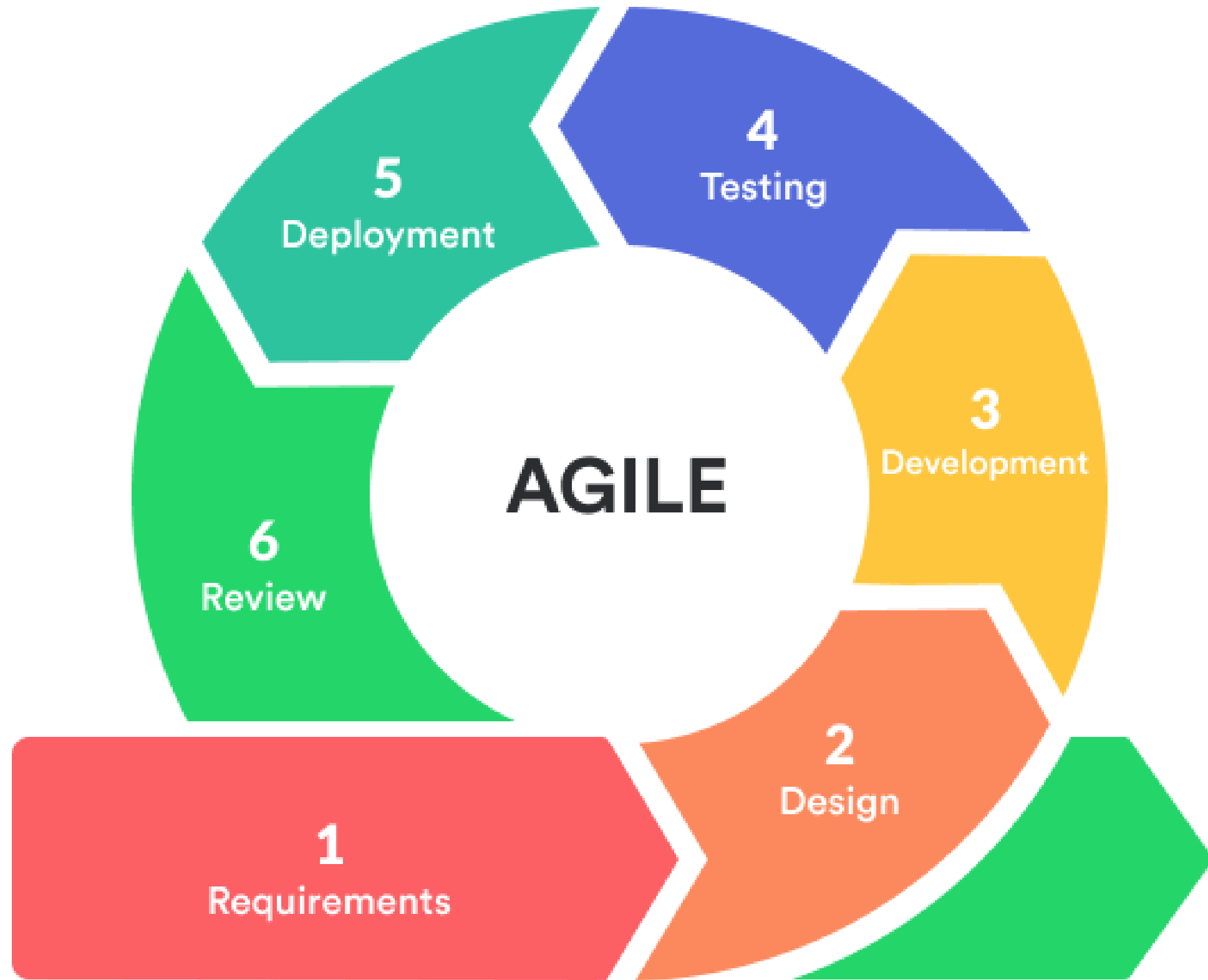


WATERFALL MODEL

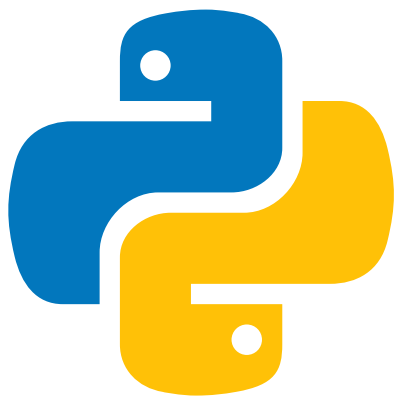




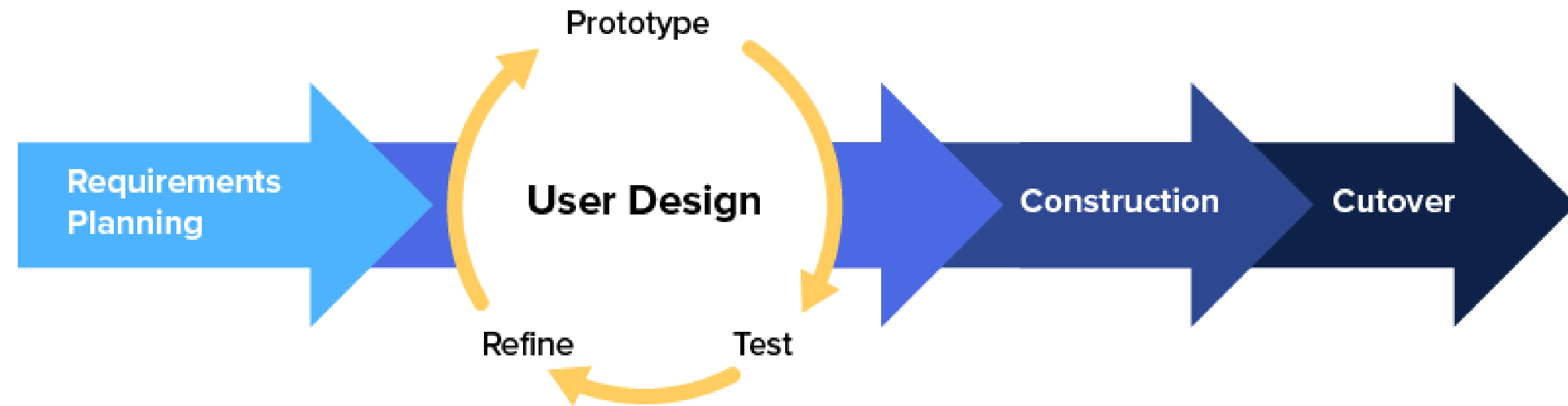
AGILE MODEL



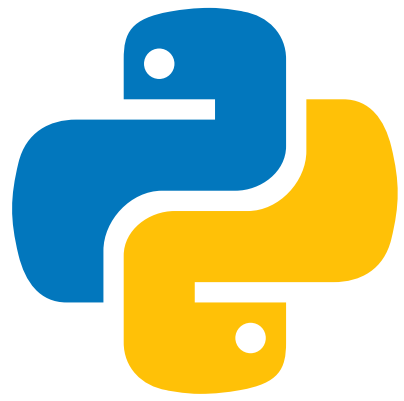
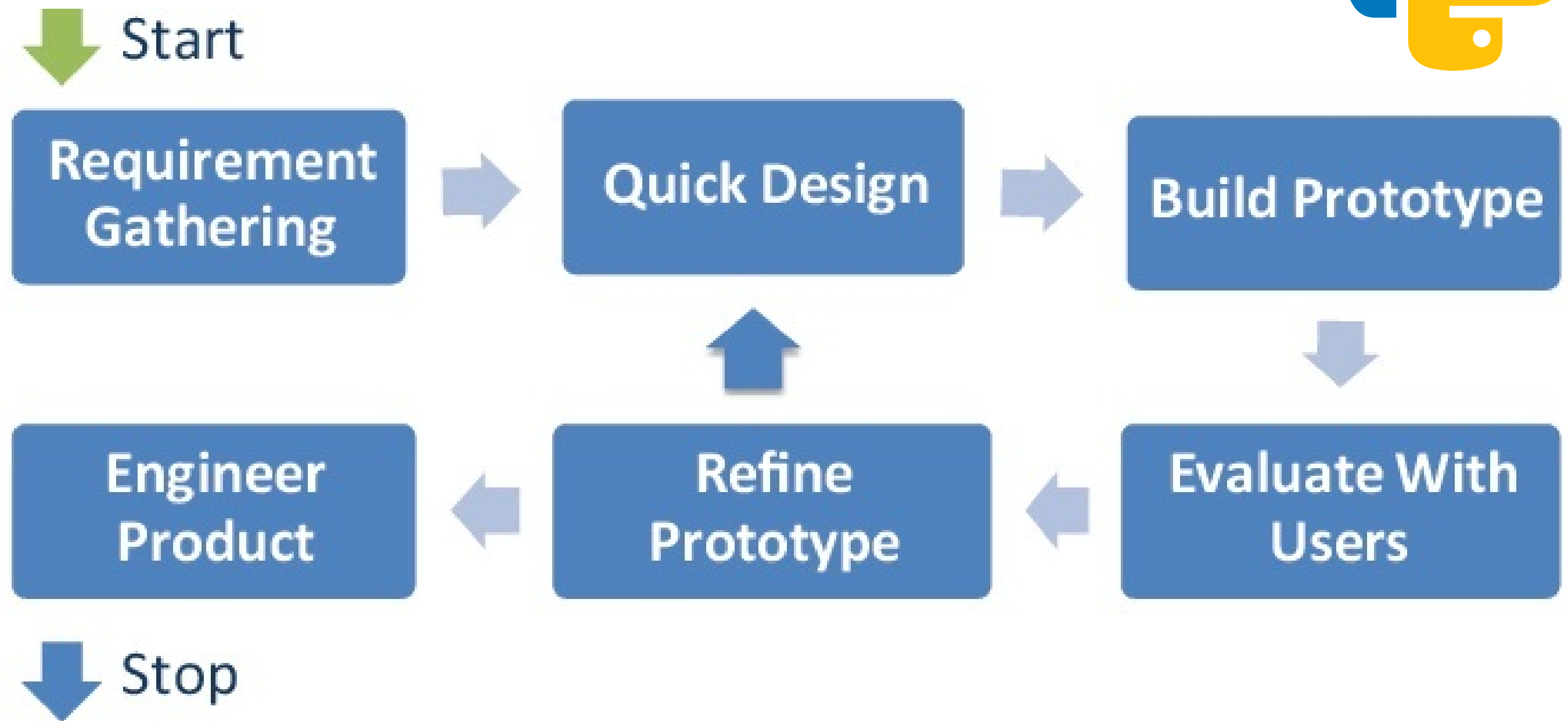
RAD MODEL



Rapid Application Development (RAD)



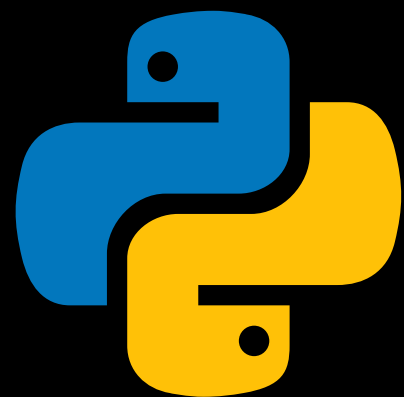
PROTOTYPING MODEL

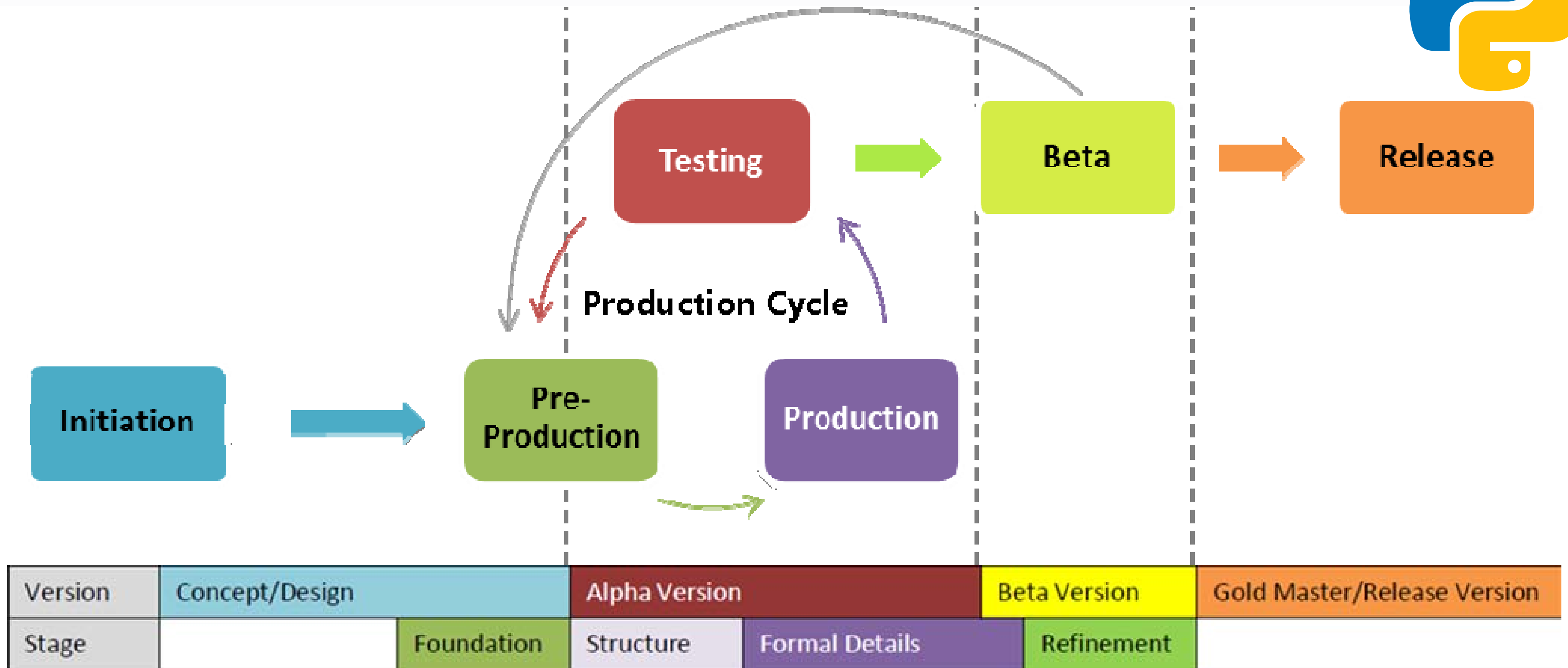
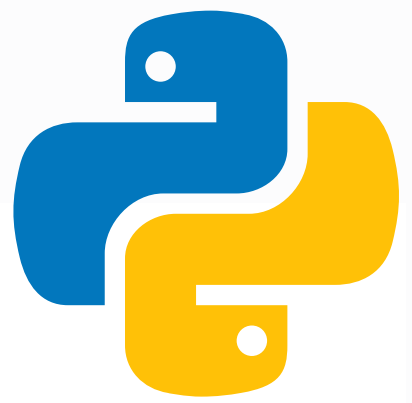


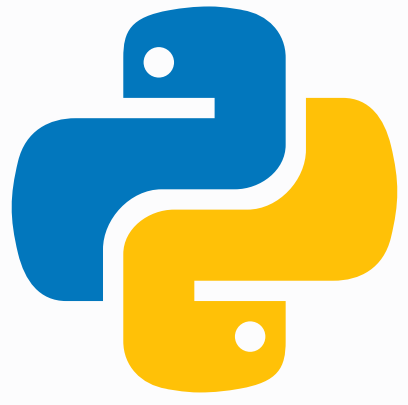
Prototyping Model



GDLC







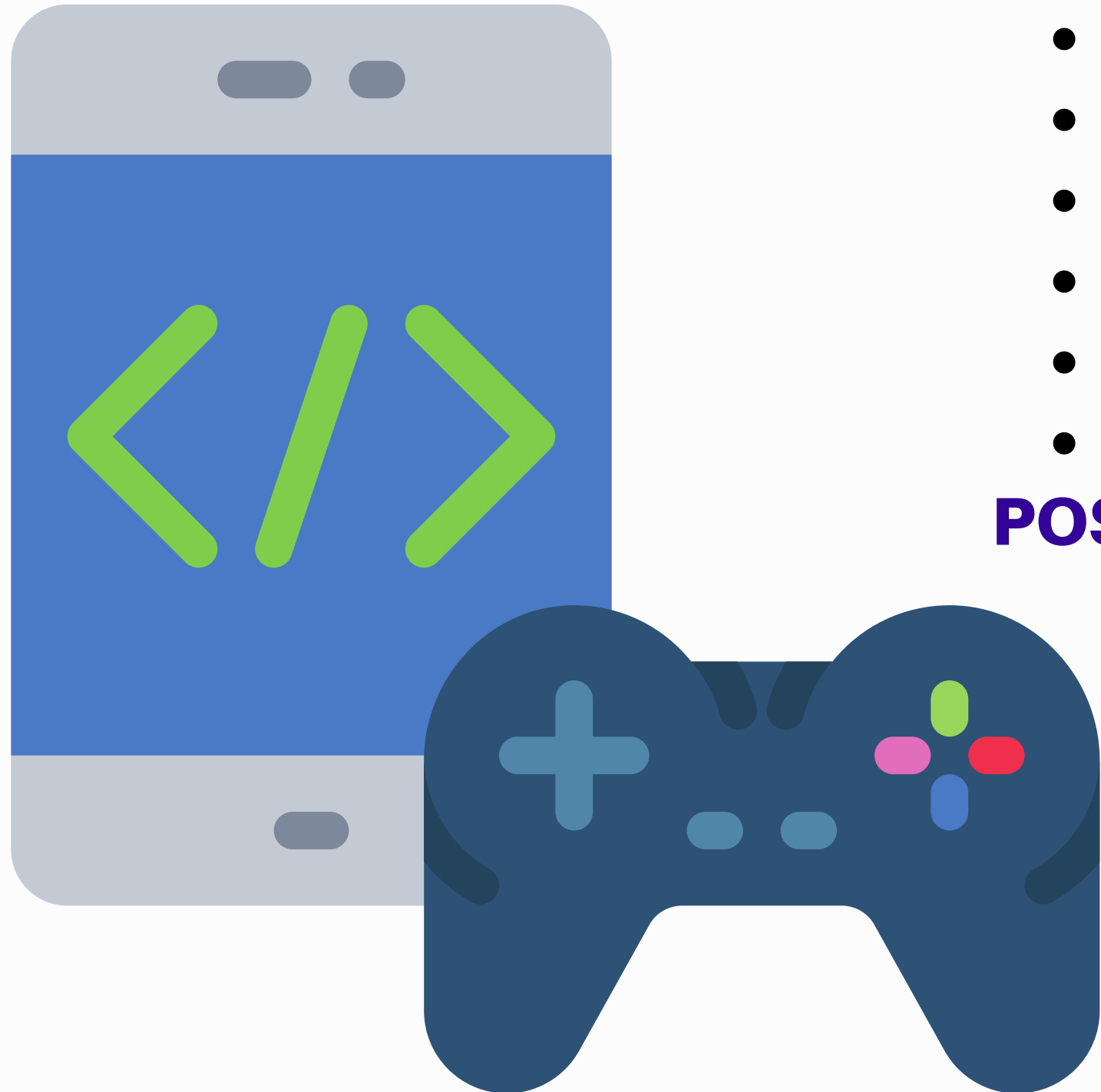
CONCEPT DESIGN

PROTOTYPING (PRE-PRODUCTION)

PRODUCTION (GAME ENGINE FRAMEWORK)

- **ART CONCEPT**
- **STORYBOARDING**
- **WRITING**
- **LEVEL DESIGN**
- **MODELING AND ANIMATION**
- **PROGRAMMING, BEHAVIOR AND TOOLS**
- **PLAYTESTING**
- **REVISIONS**

POST PRODUCTION

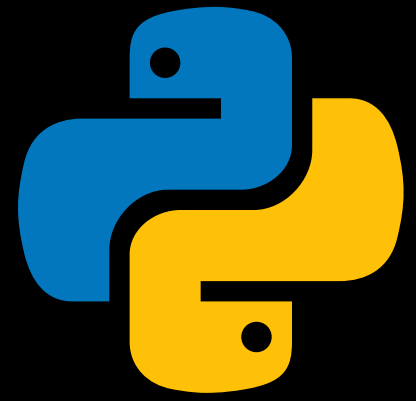


Rido & Yani – Prototyping Stages
Fullerton's game prototype usability
criterion

Combined Above Method = Focus
on Deliver a GOOD game!!



Rido & Yani – Prototyping Stages



Foundation

basic prototype which represents the gameplay basic concepts in the form of either low fidelity prototype or incomplete game

Structure

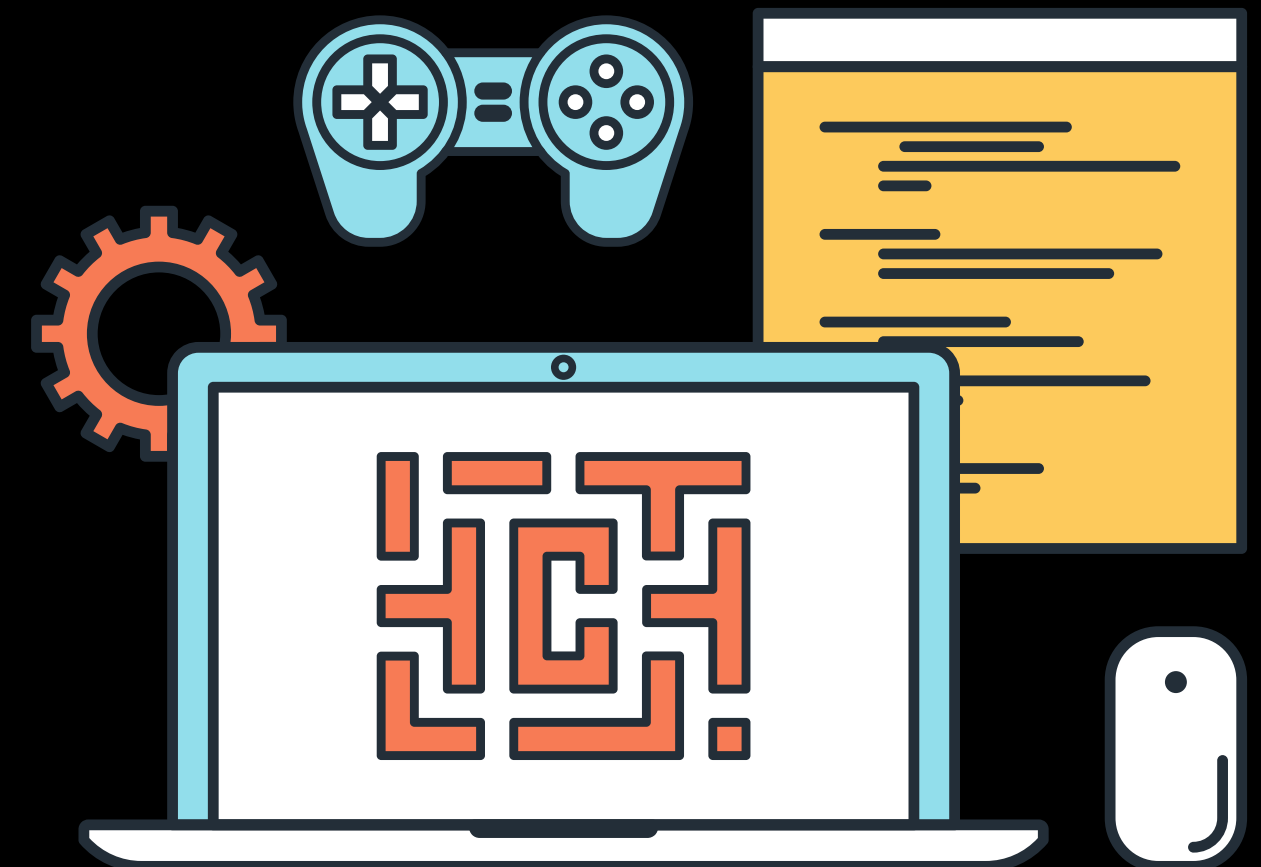
refined version of foundations which already has the core gameplay logic, mechanics, and game rules

Formal Details

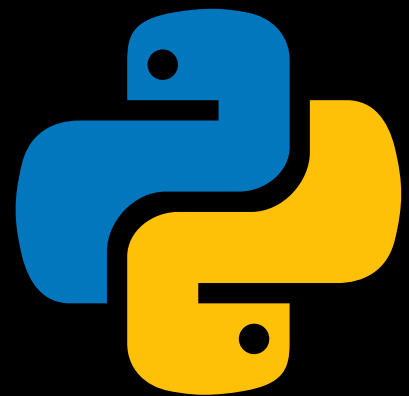
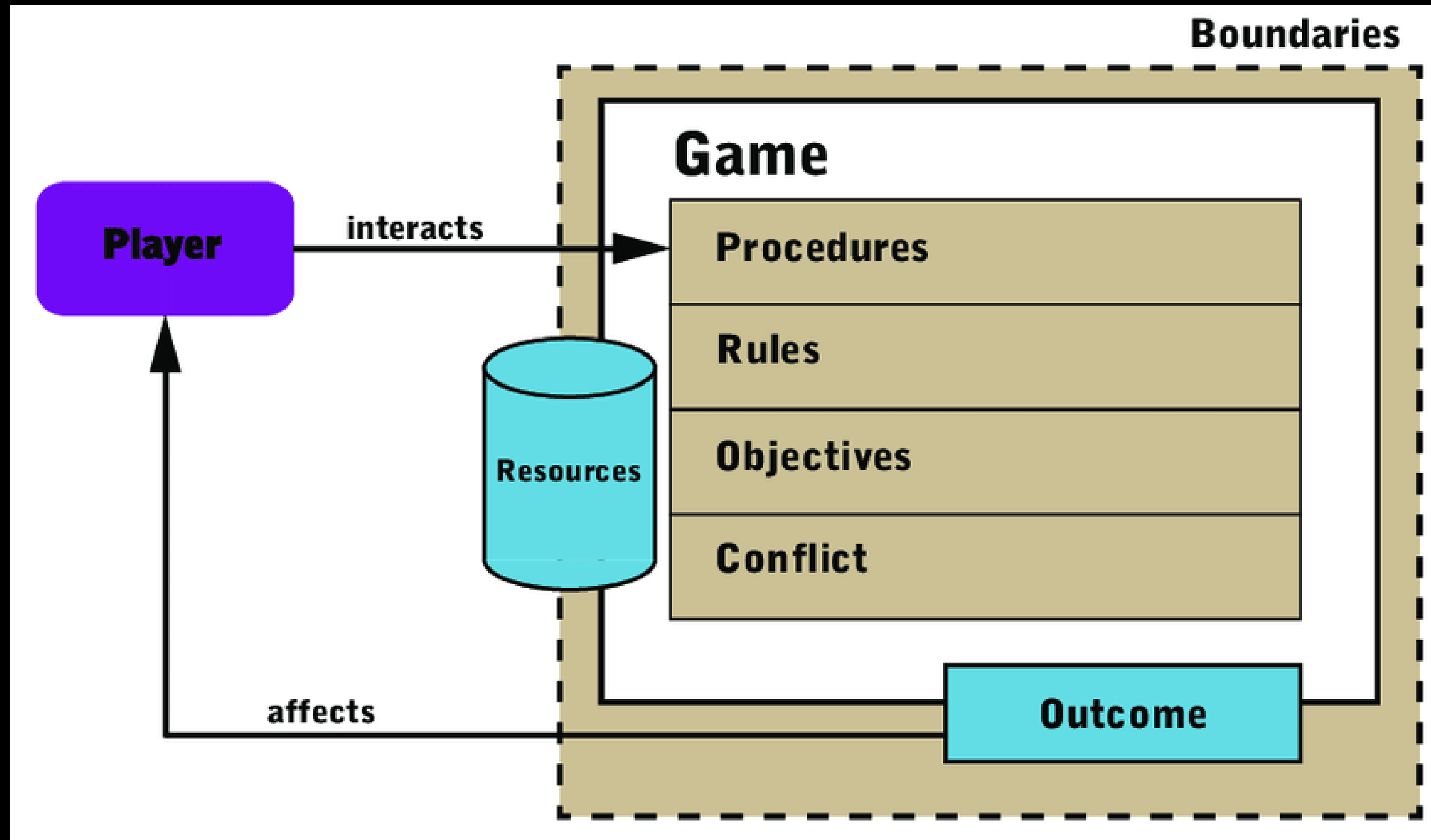
refinement of structure that includes necessary rules and procedures to make the game fully functional

Refinement

the refined and almost finished game



Fullerton's game prototype



Fullerton's game prototype usability criterion

FUNCTIONAL

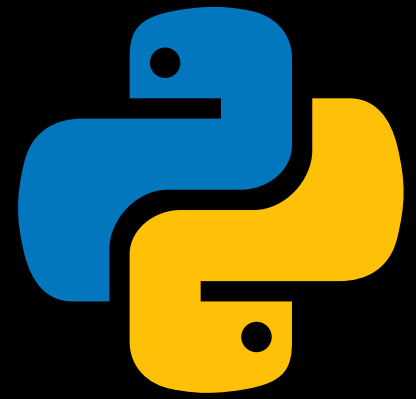
GAME'S FEATURE IS PLAYABLE AND OPERATING WELL. FUNCTIONAL IS TESTED VIA THE ACCOMPLISHMENT OF EACH PLAYTEST SCENARIO

INTERNAL COMPLETE

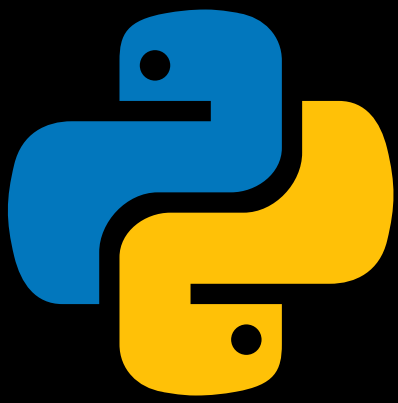
INDICATES ALL RULES, BRANCHES, AND CONDITIONS HAS BEEN PROPERLY ADDRESSED. IT IS TESTED VIA OBSERVATION OF INEXISTENCIES OF THREE TYPES OF ERRORS DURING PLAYTEST

BALANCE

INDICATES THE GAME'S DIFFICULTY IS JUST FIT, NOT TOO HARD AND NOT TOO EASY. BALANCED IS TESTED VIA DISCUSSION OR QUESTIONNAIRE ABOUT THE GAME DIFFICULTY AND GAME PROGRESSION



Fullerton's game prototype usability criterion

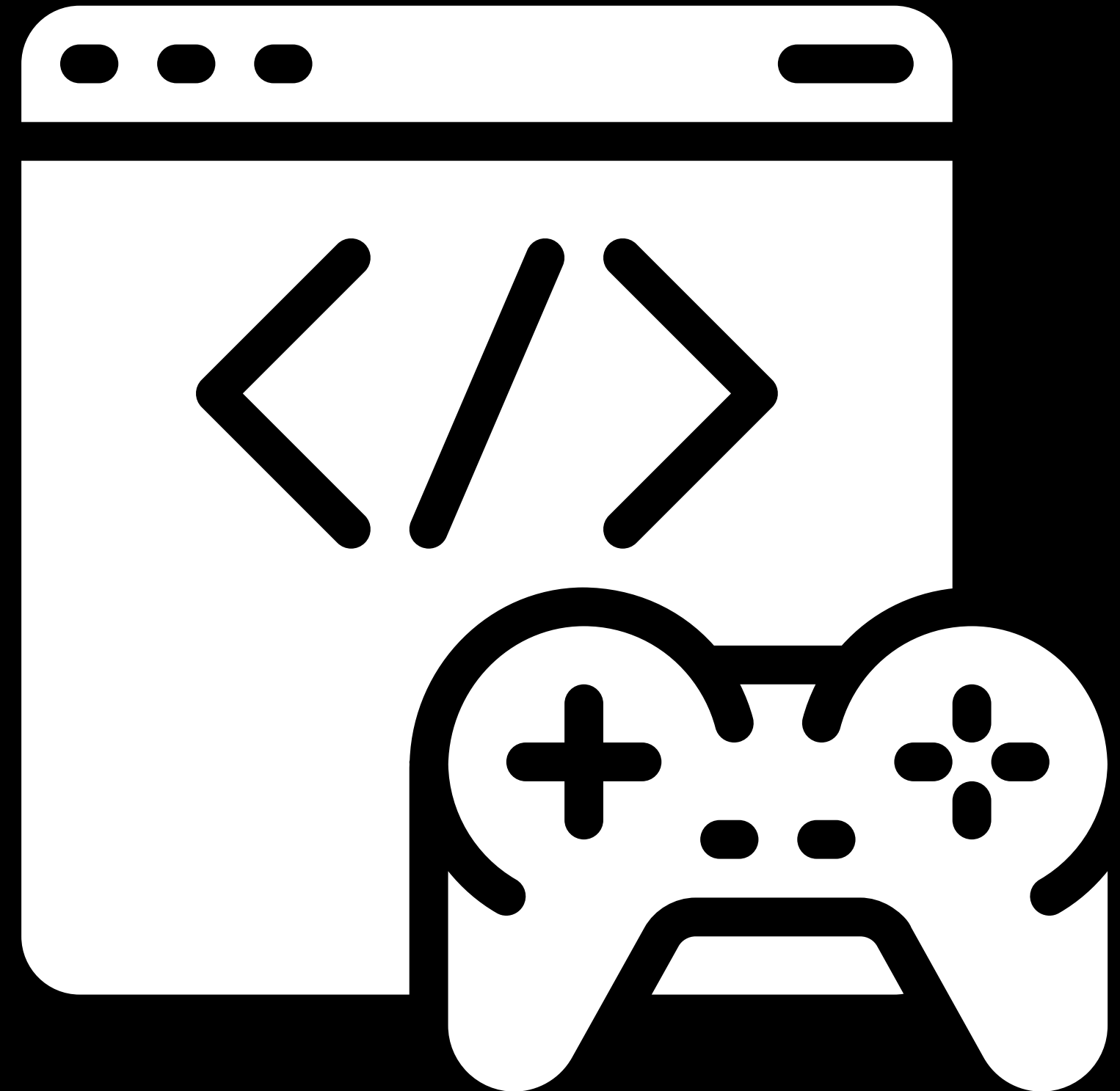


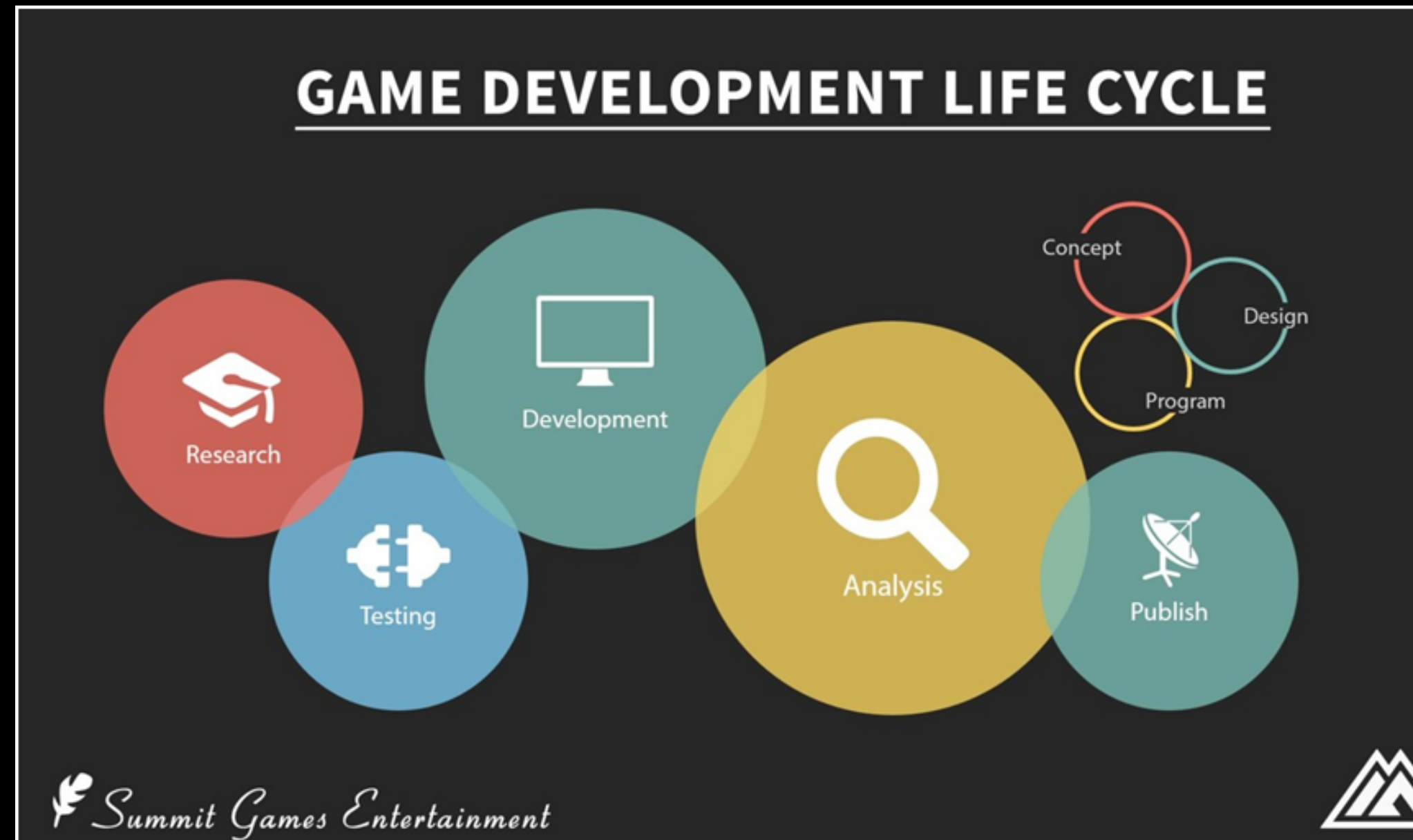
FUN

MEANS THE GAME IS ENGAGING, ENTERTAINING, CHALLENGING, AND MAKES PLAYER KEEPS COMING AND COMING. FUN IS VERY SUBJECTIVE, THEREFORE IT IS TESTED VIA QUESTIONNAIRE OR DIRECT FEEDBACK FROM PLAYERS

ACCESSIBLE

MEANS THE GAME IS EASY TO UNDERSTAND, EASY TO LEARN AND INTUITIVE ENOUGH. ACCESSIBLE CAN BE TESTED BY OBSERVING THE PLAYER CAPABILITY TO NAVIGATE AND GRASP THE CONTROL OF THE GAME AND THE TIME NEEDED TO LEARN THE USER INTERFACE





GAME ENGINE IN SDLC?

**AS A FRAMEWORK CONNECTING
BETWEEN GRAPHIC DESIGNER,
MODELER, SOUND ENGINEER,
ANIMATOR, PROGRAMMER,
TESTER**

**REFINE GAME SYSTEM WAY
FASTER!!**

- OBJECTS
- PROPERTIES
- BEHAVIOR
- **RELATIONSHIP**

