Game Programming

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Introduction

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  - all materials / info. will be announced ASAP
Introduction

Facebook:
- NTU Game Programming 2019 via https://www.facebook.com/groups/525833964655059/

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WHAT YOU WILL LEARN
50% Programming, 50% Fun

- Horsing the power of Unity engine.
- Over 45% Market share over world
- Cross-platform development (PC, IOS, OSX, Android, Linux, WebGL, PS3, Wii, XBOX...etc...)
GDC 2019 Unity Showcase
Syllabus (tentative)

- 9/11 Introduction / Unity
- 9/18 Grouping / Pipeline / Unity
- 9/25 Story Telling
- 10/2 Brainstorming (proposal)
- 10/9 Game Mathematics
- 10/16 Game Analysis
- 10/23 Game AI
- 10/30 Brainstorming (prototype w/o art)
Syllabus (tentative)

- 11/6 Game Geometry
- 11/13 site visit
- 11/20 Game Function Design
- 11/27 Brainstorming \((testing \; w/ \; art)\)
- 12/4 Interaction Design
- 12/11 Game Physics
- 12/18 Game FX
- 12/25 Final Demo
Syllabus (tentative)

☐ 1/4 D-Day (showcase)

☐ 1/15 Game Competition!
Reference

Reference

Reference

Reference


WHAT YOU WILL NOT LEARN
Our focus is on “Programming” rather than “Design”, though will touch a little bit.

We will not tell you how to design a game to
- make everyone crazy about your game.
- make you a billionaire.

You need a good team to accomplish every necessary component of design an immortal game.
- Actually, no game is immortal...
IS THIS COURSE HEAVY?
Pre-requirements

☐ Programming
☐ Data Structure
☐ Algorithm
☒ Graphics

更好 to have
Requirements

- Participants
- Game Analysis Homework
- Final Game Project!
  - (w/ some presentations)
Final Game Project 2018
Animal War

Time : 3
Now Stage : Character

Your input:
1 : first Character
2 : second Character
3 : third Character

Left Player

HP : 70
P : 120

right Player

HP : 70
HP : 200
HP : 200
HP : 120
Final Game Project 2018
Vomit Simulator (最佳創意獎)
Final Game Project 2018
四象之間 (最佳技術獎)

Beach House
四象之間
Final Game Project 2018
Gerritory (年度風雲獎)
Final Game Project 2019
辦公室偷情

這是我們遊戲的主畫面
Final Game Project 2019
NB4U (特別獎)
Final Game Project 2019
Daniel’s Cube (最佳創新獎)
Final Game Project

- 2 ~ 4 students are in a team.
- Use Unity engine (or others) to code a real-time 2D/3D game.
- *If you want to do this alone, please come to discuss with us.*
About Next Week

- Please find your team members before next week if possible.
- If your team is ready, please start to think about what kind of game do you want to do.
- If you have no friend here, please think about three kinds of games you want to do, we will help you to find team members next week.
- Whatever you have a team or not, you should do the first presentation for your game after three weeks.