

TDT71 Game Development

Workshop

Tuesday 3rd of October

1600-1800

Workshop 3: Game Development

- 16:00 Introduction
- 16:05 Game Development: Harder than you think, Anna
- 16:15 From Visual Sim to VR to Games, Dag Erik
- 16:25 Reqs Engineering and Creative Process, Jie
- 16:35 Evaluating OO design patterns in game dev, Vegard
- 16:45 Scripting vs Emergence, Martin
- 16:55 Group exercise
- 17:15 Present & Discuss group results
- 17:30 Kahoot! quiz on today's articles

Group exercise (10 min)

Groups of 4 students

1. What is the difference between traditional development and game development?
2. What are the critical factors to develop a successful Serious Game?
3. What is the best approach to get functional requirements in game dev?

Group exercise (10 min)

Groups of 4 students

1. What is the difference between traditional development and game development?
2. What are the critical factors to develop a successful Serious Game?
3. What is the best approach to get functional requirements in game dev?
4. What approach would you use to develop an emergence game?