

# TDT71 Game Development

## Workshop Game Development

Starts at 14:00

# Workshop 3: Game Development

- Introduction
- Scripting vs Emergence: Jostein, Sivert, Sabine
- Reqs Engineering and Creative Processes: Aleksander, Sindre, Jørgen
- Software Architecture & Creative Processes: Lars & Erlend
- Codifying Game-based Learning: Mats & Jørgen
- Group exercise/Discussion
- Kahoot! quiz on today's articles

# Group exercise (10 min)

1. What is the difference between traditional development and game development?
2. What are some pros and cons with scripting vs. emergence?