Video Game Creation Class

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INF 322: Video Game Creation

Abstract

Developing games is not a straight line and you often encounter problems and inconsistencies within your game. There are many more parts to making a game than you would initially think. Animation and character interactions have been particularly difficult for our group to perfect.

Introduction

Playing games is the main recreation for a large sum of people, and this is why game development is so crucial. Game developers have improved their skills so much since the start, almost to the extent of creating games indistinguishable from real life. Our game is a 3D dungeon crawler with many challenges and
aspects to make your journey fun. Game development is a skill that I feel everyone should learn at least a little of because it opens your eyes to many possibilities and brings out the creativity in people.

Game Overview

The Zaltan people have developed a serum to turn their soldiers into monsters and your nation of Varkos has been overrun. Find weapons and abilities throughout the castle to defeat Zaltan's leader as you work your way though this first person 3D dungeon crawler. A challenge awaits as you take on

Procedure

- Creating a video game is multi-step process. Unity 3D game engine is used to create the logic of the game and coordinate the different elements, actually running on the computer
- SketchUp is used to create more complicated 3D designs and models
- Visual Studio is used to write and debug C# scripts that control the different elements of the game including input, reaction of characters, and actual gameplay

All these applications take time and energy to master with different tools and layouts.
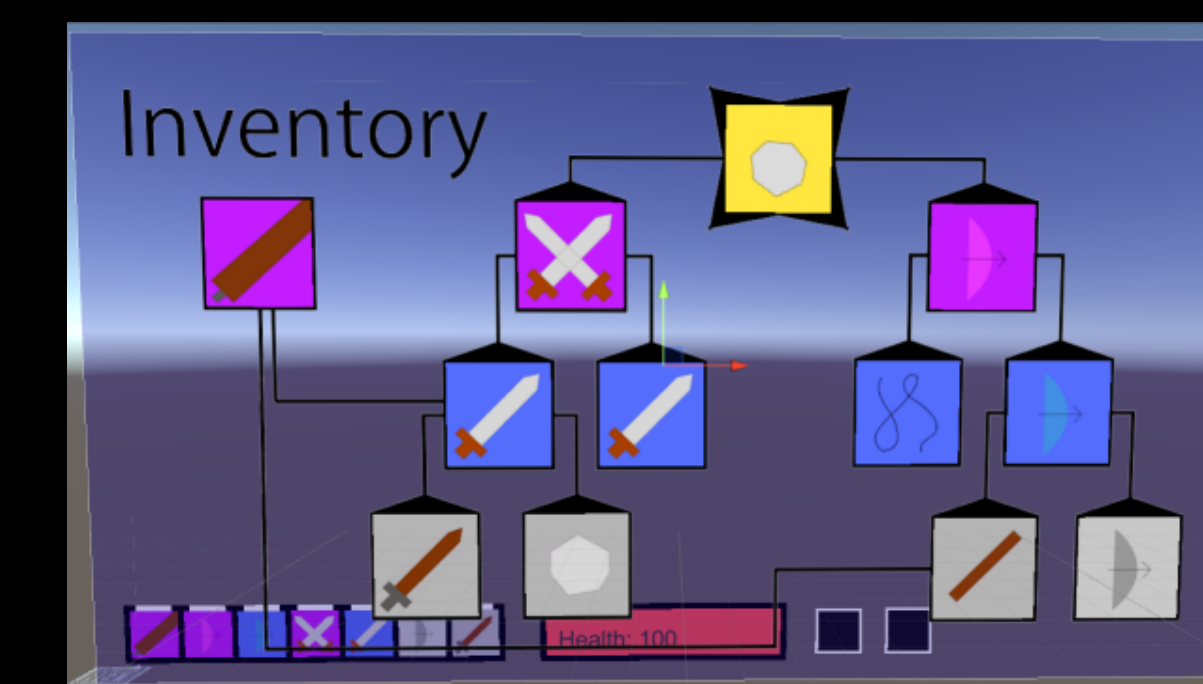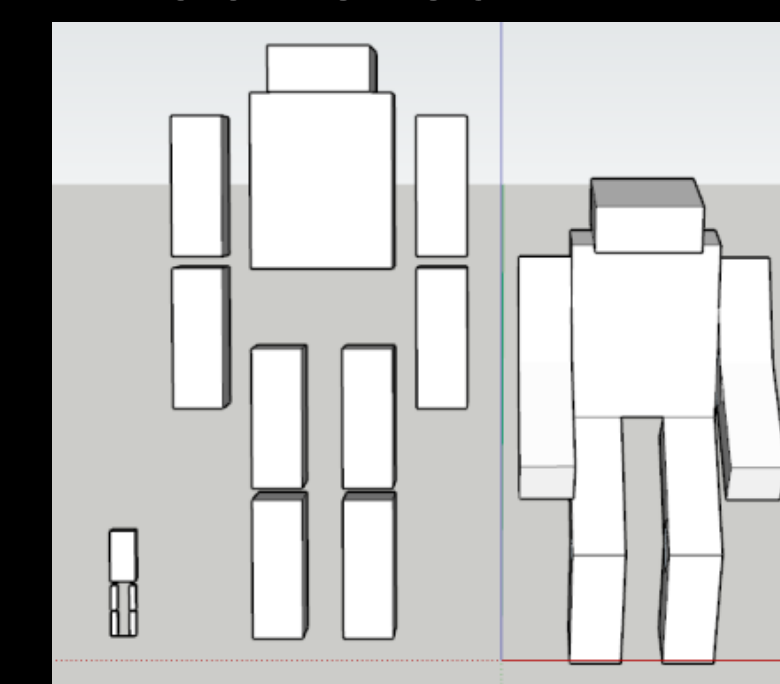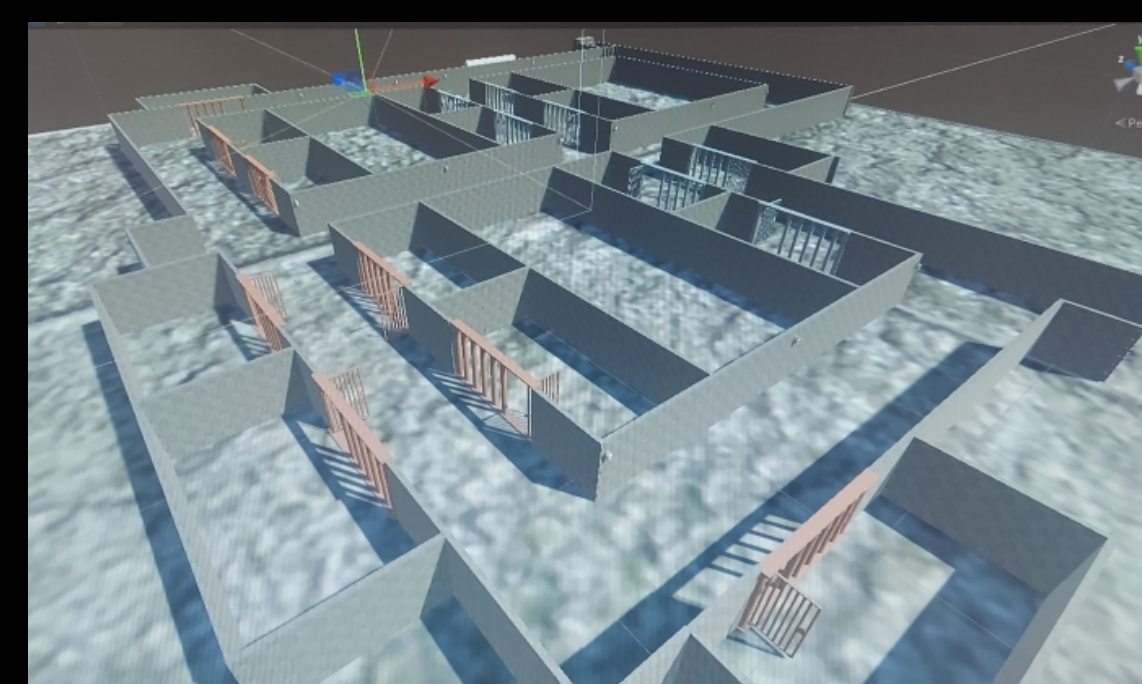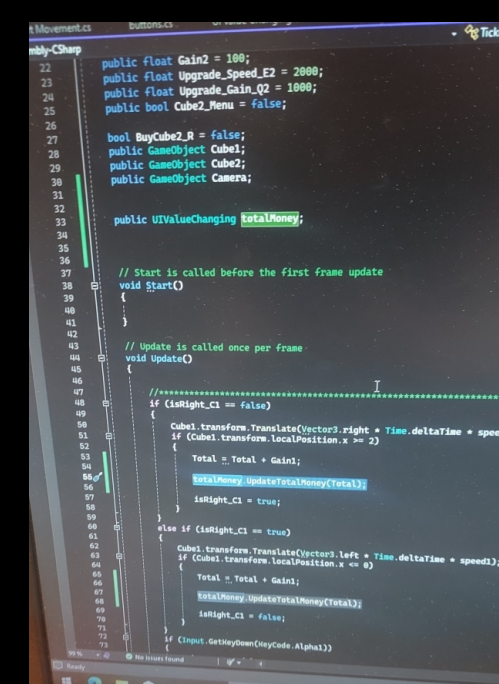
Learning Outcomes

We have learned many skills during the project. We have learned to create

- virtual game objects
- design user interfaces
- program game logic and reactions
- design 3D objects.

With the skills we have learned in this project we will be able to explore a range of fields including computer science, 3D design, and information visualization in fun and exciting ways.

Conclusion

Clearing the game is not as easy as it may seem. You can choose between a variety of weapons to beat the game. The field of programming for entertainment has grown so much since games like Tetris took over the world. Programmers are now focusing more on realism because the equipment and technology have grown to a point where realism can be accurately achieved

Inventory

Visual Studio   Unity®   SketchUp

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