



**Aalto University**  
School of Art and Design

# Introduction to the Game Project

Game Project

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# Summary

- Learning outcomes
- Schedule
- Example projects
- Roles in Game Production

# Learning outcomes

- Making a complete game
- The game design and production process
- Roles, group work and interaction
- Deepening students' skills in a particular role
- Getting something cool to your portfolios

# Schedule

- The course will run through the whole year
- There is a weekly meeting slot on Thursdays 13-16
  - Will be used for lectures, going through assignments and project work
  - You should be present at least 80% of the times
  - Miikka and/or Perttu will be present at these times
- You will need to use much more time than these to actually get the work done – plan with your group!
- We will make three games – two before Christmas, one in spring
- The games will be exhibited in Media Lab Demo Days

# Unity course

- If you need to check out Unity, there's a course for two more weeks in mornings

# General stuff

- The more you can work together in the same place at the same time, the better the end result usually is
- It is possible to publish the games, but then you have to decide how you do it with the group and also take care of not using programs with wrong kind of licenses etc.

# Remember the Work Time Report

- Keep one file for yourself where you are keeping track on the hours you use for this course
  - Thursday hours included
- These hours will determine how many credits you get
  - 27 h = 1 cr
- Always after using some time to come to the lectures or do something by yourself or with your group, put down the date, how much time you used, and a short description of what you were doing
  - 3.10. 4h Lecture + brainstorming my own idea
  - 2.12. 6h Programming AI
  - Etc.
- The report will be returned at the end of spring, but we might check it also during the course

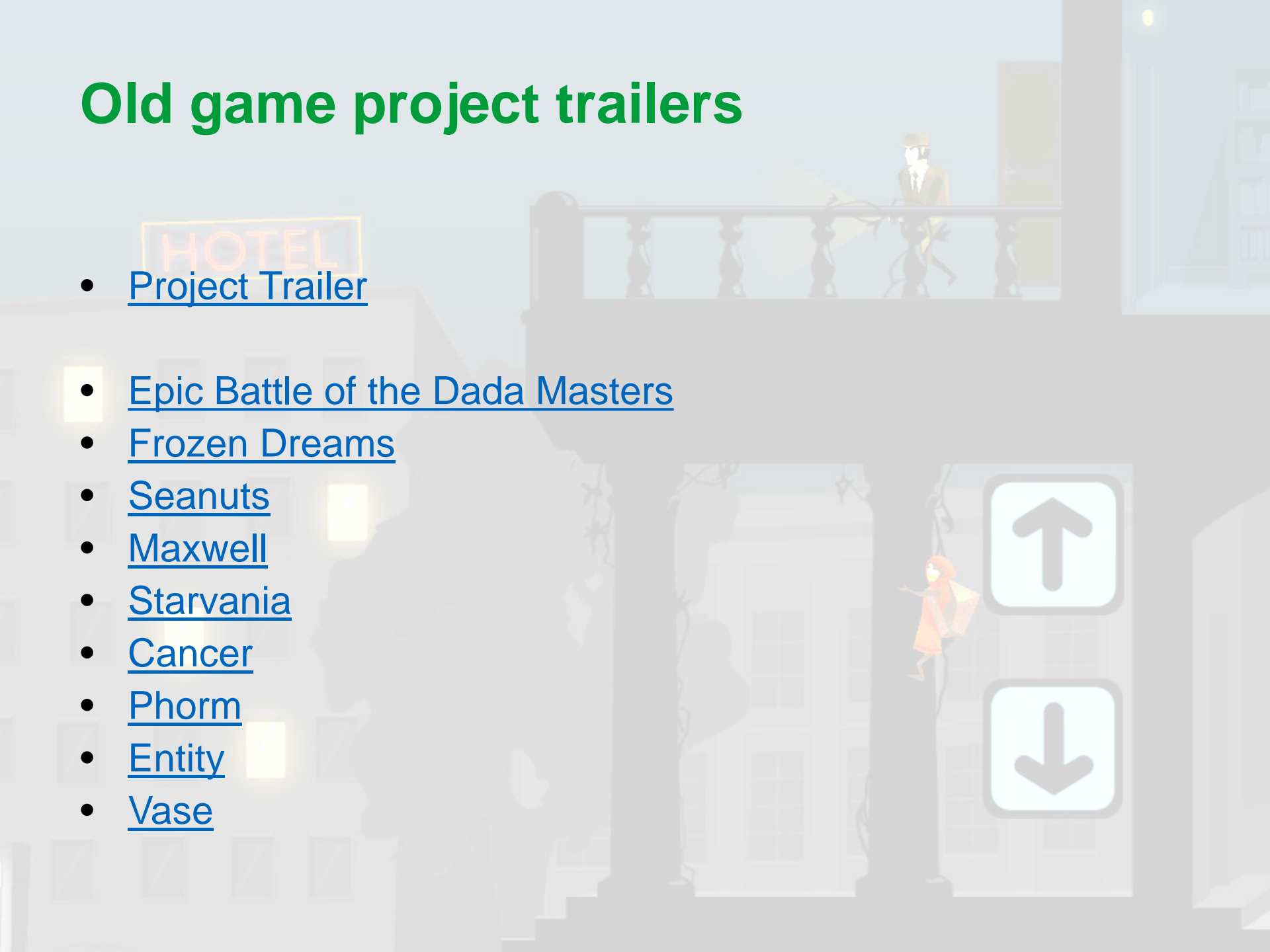
# Example project: Snowman in Hell





# Old game project trailers

- [Project Trailer](#)
- [Epic Battle of the Dada Masters](#)
- [Frozen Dreams](#)
- [Seanuts](#)
- [Maxwell](#)
- [Starvania](#)
- [Cancer](#)
- [Phorm](#)
- [Entity](#)
- [Vase](#)



# Grading

- You will get a form to fill to evaluate yourself and your group members at the end of a project
- This will affect part of your grade, the other will be based on the games themselves

# Roles in Game Production

- Games are usually made in groups
- Different roles in game development
  - Programmer
    - Many different things to specialize in
  - Artist
    - Modeler, animator, concept artist etc.
  - Designer
    - Game system designer, level designer, script writer etc.
  - Producer
  - Audio Designer
  - Tester
- And outside the actual development team, there can be lots of people too – company management, marketing, community management, tool developers etc.

# What kind of roles do YOU fit?

- We'll make a list of skills that people here have next
- To make it easier to make the groups

# 1st assignment: Clone a game!

- Artists & designers typically first learn to copy
- Pick a game, choose a part to copy
- Cloning game feel etc. is a nontrivial problem
- Graphics and sounds should be reinterpreted, but game feel should be similar
- Little time -> no time for design iteration.
  - The point is to learn the overall workflow
  - DL: 22.10. 13.15
- Important: set up version control and communication now (BitBucket, facebook group etc.)
- Some groups may get additional members

# Fall schedule

- Game Project WS 1 week 19-23 October 9:15-16
- Project management lecture 21th Oct 9:15-12
- Clone game demos 21th Oct 13:15
- Game 2 kick-off 22th Oct 9:15
- Game Project WS 2 week 16-20 November
- Game 2 demos Friday 20th November 13:15
- Game 2 public demo at Demo Day, 15th December afternoon
- Spring 2016: Game 3