

# Mad Game Development

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# Introduction

- Introduction to the project
  - Game scenario
  - Development options
  - Resources
- Arrangements for the week
  - Event timetable
  - Food and Drink
  - Locations
  - Lectures
- Stuff you need to do



# Destruction Golf

- The game is for one or more players
- Players hit golf balls (and other projectiles) at destructible scenery (or each other) with the aim of clearing the tee for the next shot
- Team or individual play
- 2D or 3D graphics



# Game Requirements

- Turn based play
  - Team based option for more than 2 players
  - Computer players optional
- At least 3 different levels
- Sound effects
- PC based with gamepad
  - Xbox 360 and Windows Phone optional

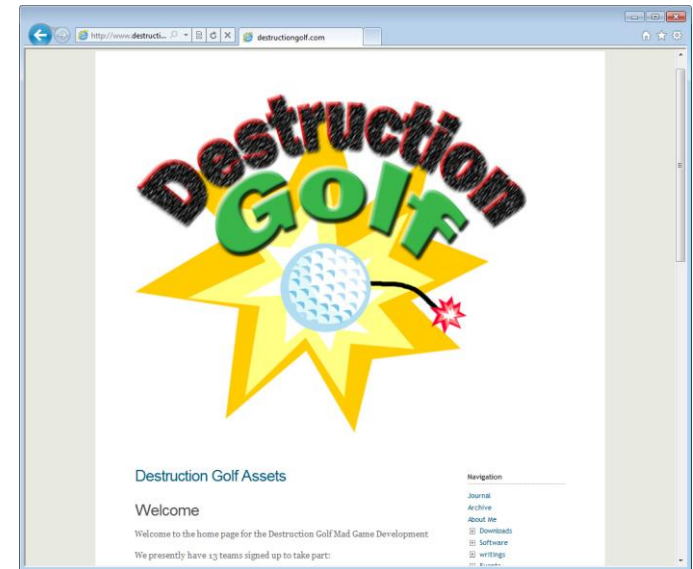


# Development Options

- XNA 3.1 or XNA 4.0 (preferred) for development
    - Paint.NET for graphics
    - Audacity for sound
  - We will have systems set up for use in our labs
  - If you want to bring your own laptops we can set you up in a lab
  - We will have Xbox 360 and Windows Phone devices for testing on those platforms
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# Resources

- The web site for the project is now live:  
<http://www.destructiongolf.com/>
- More resources will be added during the week
  - XNA samples
  - Physics engine samples
  - Game state samples



## Event Timetable

- Monday 18<sup>th</sup> 1:15 pm 312 – Introduction Meeting
  - Wednesday 20<sup>th</sup> 1:15 pm 312 – XNA scenery and projectiles
  - Friday 22<sup>nd</sup> 1:15 pm 312 – XNA and Farseer Physics Engine
  - Saturday 23<sup>rd</sup> – 11:00 am 312 – Crunch Development Start
  - Sunday 24<sup>th</sup> – 11:00 am 312 – Wrap Up Presentations
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## Food and Drink

- We will be providing some food over the “Crunch Development”
    - Saturday 23<sup>rd</sup> mid afternoon snack + Late Night Pizza
    - Sunday 24<sup>th</sup> breakfast pastries
  - We will have some drinks and nibbles available outside those times
  - We will be asking each team member who turns up to pay £2.00 towards the cost of the food
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## Locations

- During the crunch development we will be based in our department, on the Top Floor of the Robert Blackburn Building
    - Design Lab 312 : Competition Office
    - ITMB Lab 321 : Development Area
    - Seminar Room 308: Development Area
    - Open Area: Games and stuff
  - More details on locations later
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# Lectures

- We will be delivering a couple of lectures during the week
  - Wednesday 20<sup>th</sup> 1:15 pm 312 – XNA scenery and projectiles
    - An overview of how to draw a scene and move projectiles within it using XNA
  - Friday 22<sup>nd</sup> 1:15 pm 312 – XNA and Farseer Physics Engine
    - A simple introduction to using a Physics engine to display and animate game objects
  - Sample code will be provided from both lectures that you can use in your games
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## Stuff you Need to Do

- Register your team
  - Get your team organised
  - Draw out an overview of how your game will work
    - Start from a very simple game and add complication later
  - Get some artwork
    - But you can get the gameplay working without needing any of the finished art, just put in placeholders
  - Have fun
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Questions?



[www.destructiongolf.com](http://www.destructiongolf.com)

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