Matt Bond

Game Developer at Tripworks (rip)

Content!

- Finnish game industry
- Game companies and people
- Development
- +discussion!

- Mystery exercise 1
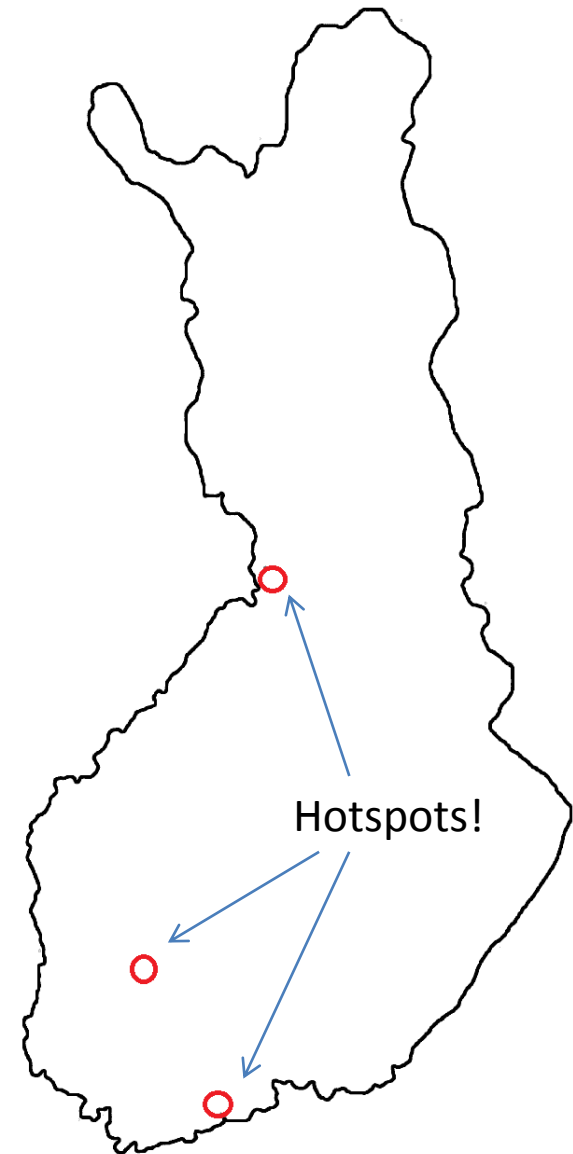- Mystery exercise 2
- Exercise presentations and discussions

Just kidding :D

Where to make games?

Start-up
(TEKES Skene)

Join existing company

"Evening" project

Hotspots!

Companies and People

...and you!

Size

Ethos

Legends

Genres

Games

Stability

History

Credits

Research! Get to know your industry!
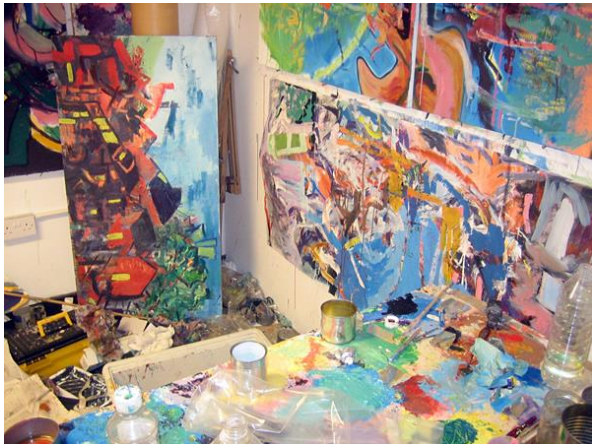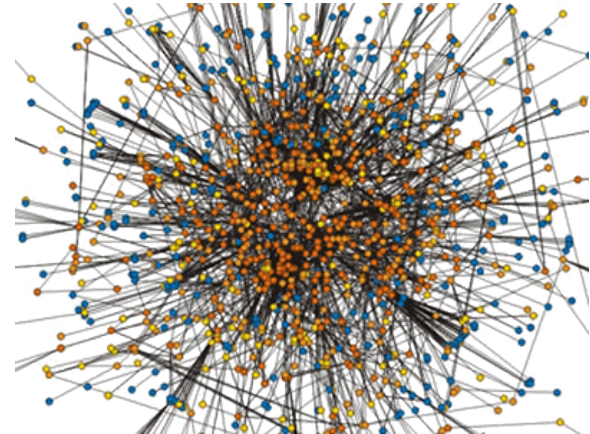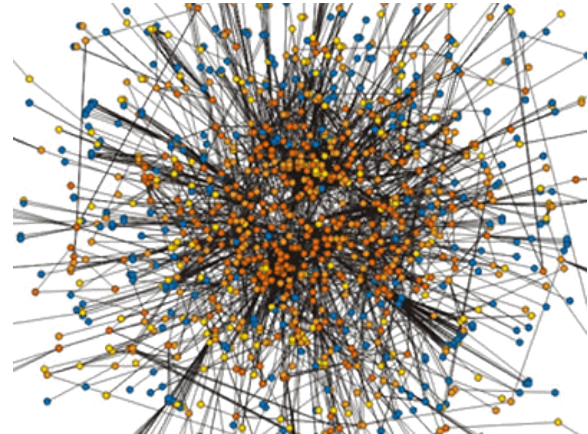
Roles...?

CEO – The 'Boss'

Game Designer

Lead Artist

Lead Programmer

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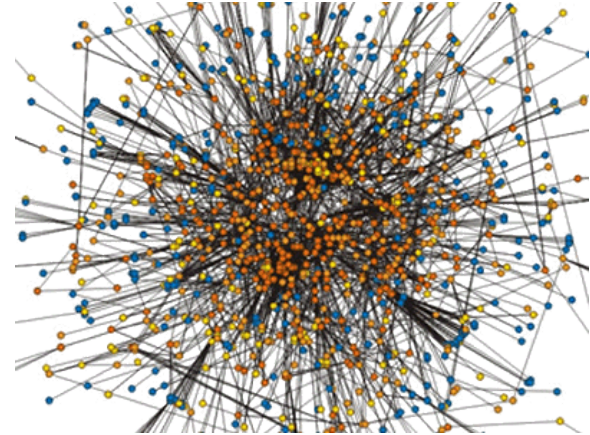
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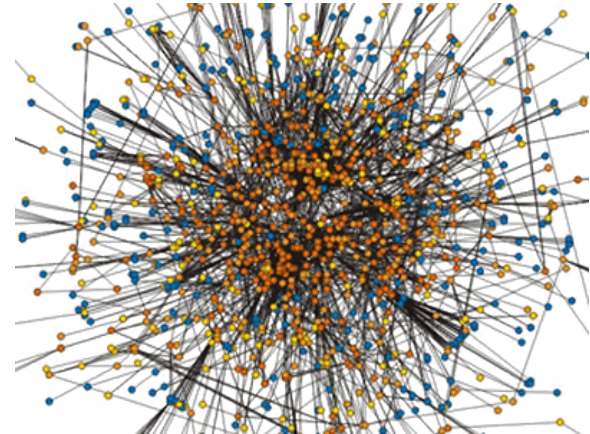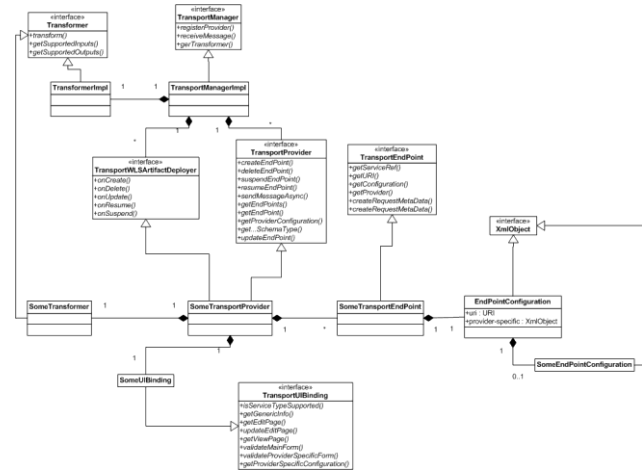
Roles!

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Mutants are ok!

Lead programmer
does game design

CEO is art visionary

But...

A team of specialists (usually*) beats a team of mutants
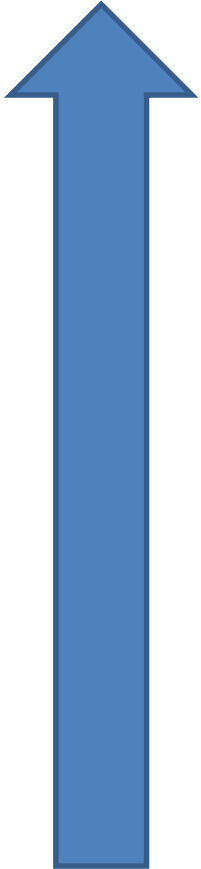
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Development

1) Back everything up

2) Have project management

3) Learn not to miss the deadline

DON'T MISS THE DEADLINE!

4) Prefer to cut features
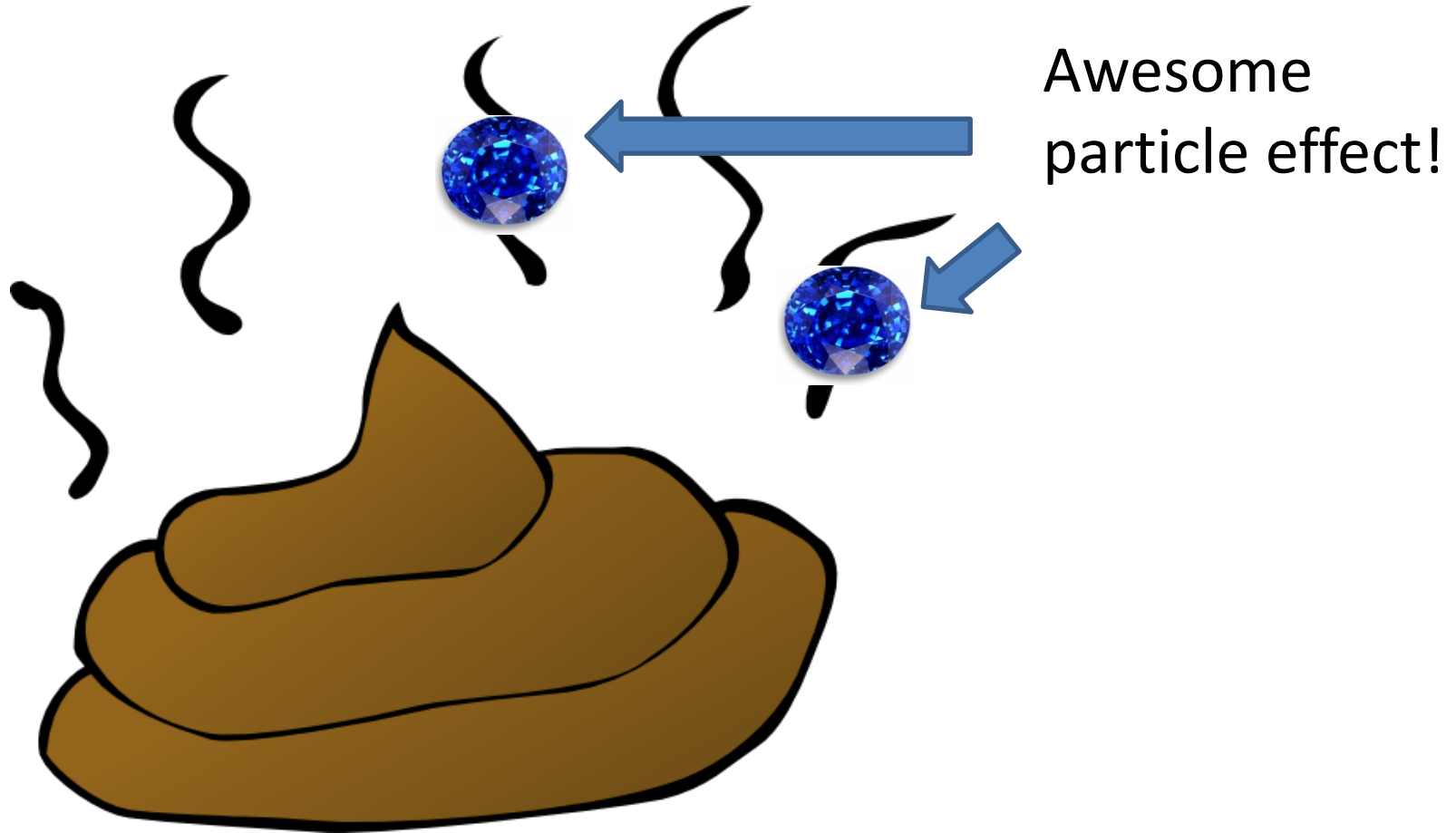
Priority

Bugs (in core features)

Core features

Peripheral features

5) Polish your work

6) But remember the big picture

Awesome particle effect!

7) Teach and be taught

- Teaching something both affirms your knowledge, and can help others
- Be constantly open to other people knowing a better way than you

8) Set up continuous integration

9) Run corridor tests

The earlier the better!

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Mystery Exercise 1

- Make some groups
- You have 6 months funding for your group (office, wages, tools).
- Come up with a strategy for finishing Tetris X by the end of that time
- Think and plan
- Report