



**KTH Computer Science  
and Communication**

## **Computer Game Design**

**DH2650**

**Björn Thuresson**

**CSC**

**HPCViz/VIC**

**thure@kth.se**

## **Interactive Entertainment Technologies**

**DD3336**

**Chris Peters**

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# Tentative schedule

Week #	Date	Day	Time	Type
45	Nov 5	Tues	15-17	Intro session
45	Nov 8	Fri	13-15	Seminar
46	Nov 12	Tues	13-15	Tech: GL Fatshark
46	Nov 14	Thurs	13-16	Tech lab: Bitsquid
46	Nov 15	Fri	13-15	Tech: GL Bitsquid
47	Nov 19	Tues	15-17	Tech: GL Physics and anim
47	Nov 20	Wed	09-15	Games session
47	Nov 22	Fri	13-15	Tech: Havok etc
48	Nov 26	Tues	15-17	Tech: AI + group work
48	Nov 28	Thurs	13-15	Lab: Project checkpoint
48	Nov 29	Fri	13-15	GL Dataspelsbranschen
49	Dec 3	Tues	13-15	GL Paradox
49	Dec 5	Thurs	15-17	GL Avalanche
49	Dec 6	Fri	13-15	GL King.com
50	Dec 10	Tues	15-17	GL EA/Easy
50	Dec 13	Fri	13-17	Project presentations
51	Dec 20	Fri		Project submission deadline

# Guest lecture



Björn Johannesen

# Next week is Bitsquid week



Fast iterations. Flexible content.

# Project groups

## Grupp 1

Niklas Bäckström  
Philip Eliasson  
Filip Erlandsson  
Fredrik Lilkaer  
Philip Sköld

## Grupp 2

Kajsa Forslund Sundman  
Veronica Ginman  
Maksims Kornevs  
Daniel Månsson  
Fredrik Ollinen Johansson  
Anton Erholt

## Grupp 3

Mohammad Azhari  
Bernhard Kaplan  
Alejandro Marzinotto  
Terese Nothnagel  
Tommy Pettersson

## Grupp 4

Nicolas Donatien Roland Dossou-Gbété  
Erik Fahlén  
Johan Nygren  
Christopher Teljstedt  
Yat Long Tsoi

## Grupp 5

Rui Miguel Barata Castanho Soares  
Yann Chazallon  
Carl-Arvid Ewerbring  
Anders Järleberg  
Kalin Stefanov

## Grupp 6

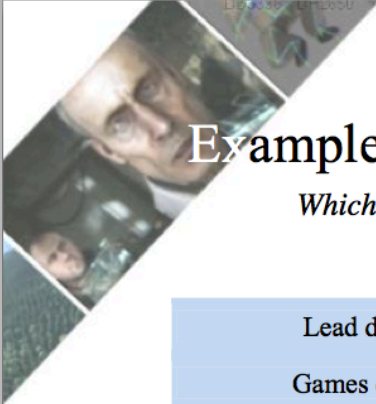
Karl Johan Andreasson  
Ferran Bertomeu Castells  
Olivier Perret  
Jose Luis Pillodo Lopez  
Renzo André Verastegui Alegre

## Grupp 7

Martin Andersen  
Leonard Graf  
Cédric Morin  
Mattias Svanström  
Lukas Wensby

## Grupp 8

Henrik Boström  
Maximilian Xavier Czerny  
Magnus Olsson  
Thibaut Patel  
Vincent Boumard



# Example roles in the games industry

*Which do YOU need for your small dev. team?*

Lead designer  
Games designer  
GUI designer  
Storyboard artist  
Script writer  
Map builder / level editor

Creative manager  
Art director  
Lead artist  
Artist

Concept artist  
Environment artist  
Animator  
Technical artist  
Game audio engineer  
Composer / musician / sound FX

QA manager  
Lead tester

Lead programmer  
Real-time graphics programmer  
Software engineer  
Engine architect  
Physics engineer  
Networking engineer  
AI programmer  
Middleware/tools programmer  
Action scripter  
Database designer  
Programmer

Head of development  
Project manager/producer  
Creative director  
Marketing and PR  
Business development and finance  
Legal / licensing / IPR

Localisation tester  
QA tester

# Tuesday: Preliminary game ideas session

- In your assigned groups, start to discuss and develop **three** general game ideas.
- Reflect on (a) gameplay aspects and (b) technology requirements of each.

## For the diary

- Play any of Seatride's two games:

*Salem*

<http://www.salemthegame.com/>

or

*Haven & Hearth*

<http://www.havenandhearth.com/portal/>.

- Describe and present it. Analyse it.  
What is it? What type of game?  
Mechanics? Game play? Tech? Players?  
Business case? Competitors? You pick.



## Next time

- Tuesday, Nov 12, 13-15

**GL:** *Game development and game engines*

Rikard Blomberg, Fatshark & Bitsquid



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