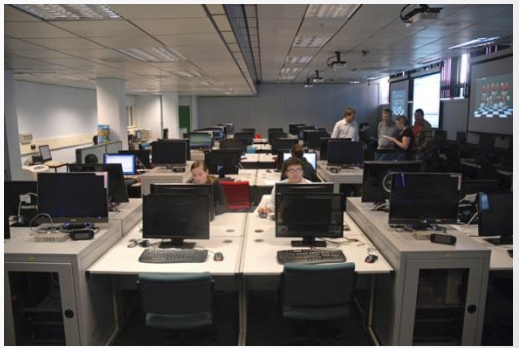
Breaking into the Games Industry with Open Source Software

BACKGROUND

Cádiz University - BSc Computer Science

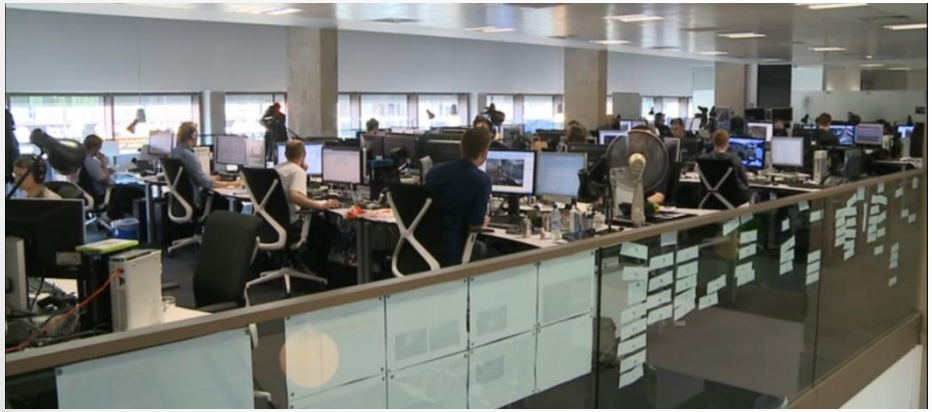
2
0
10
Granny's Bloodbath

Sion Tower



Kingston University - MSc Games Technology

Laps 01-03
Urban Race
00:40:29
080 KM-H



Crytek UK - Nottingham

CRYENGINE
POWER SUPPLY
Crysis 3

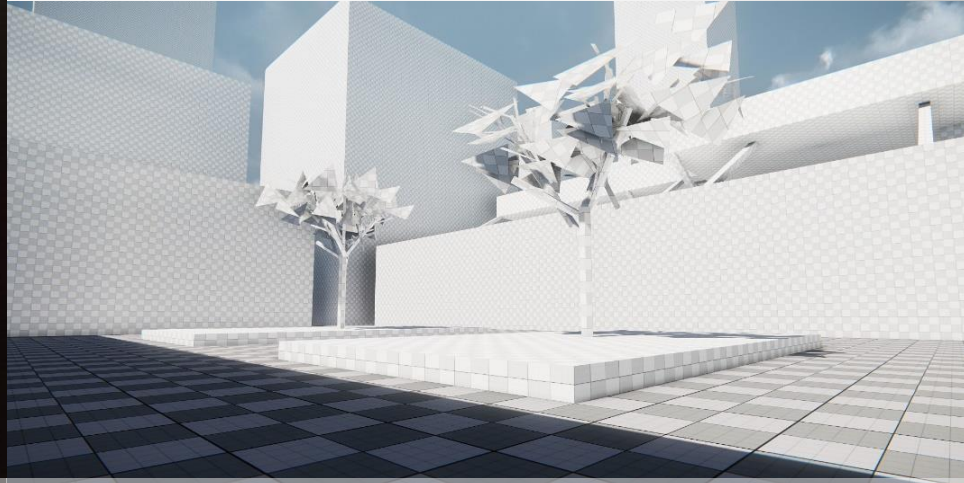
Ryse: Son of Rome
CRYENGINE®

Sony Computer Entertainment Europe

MAKING AAA GAMES

The need to be agile

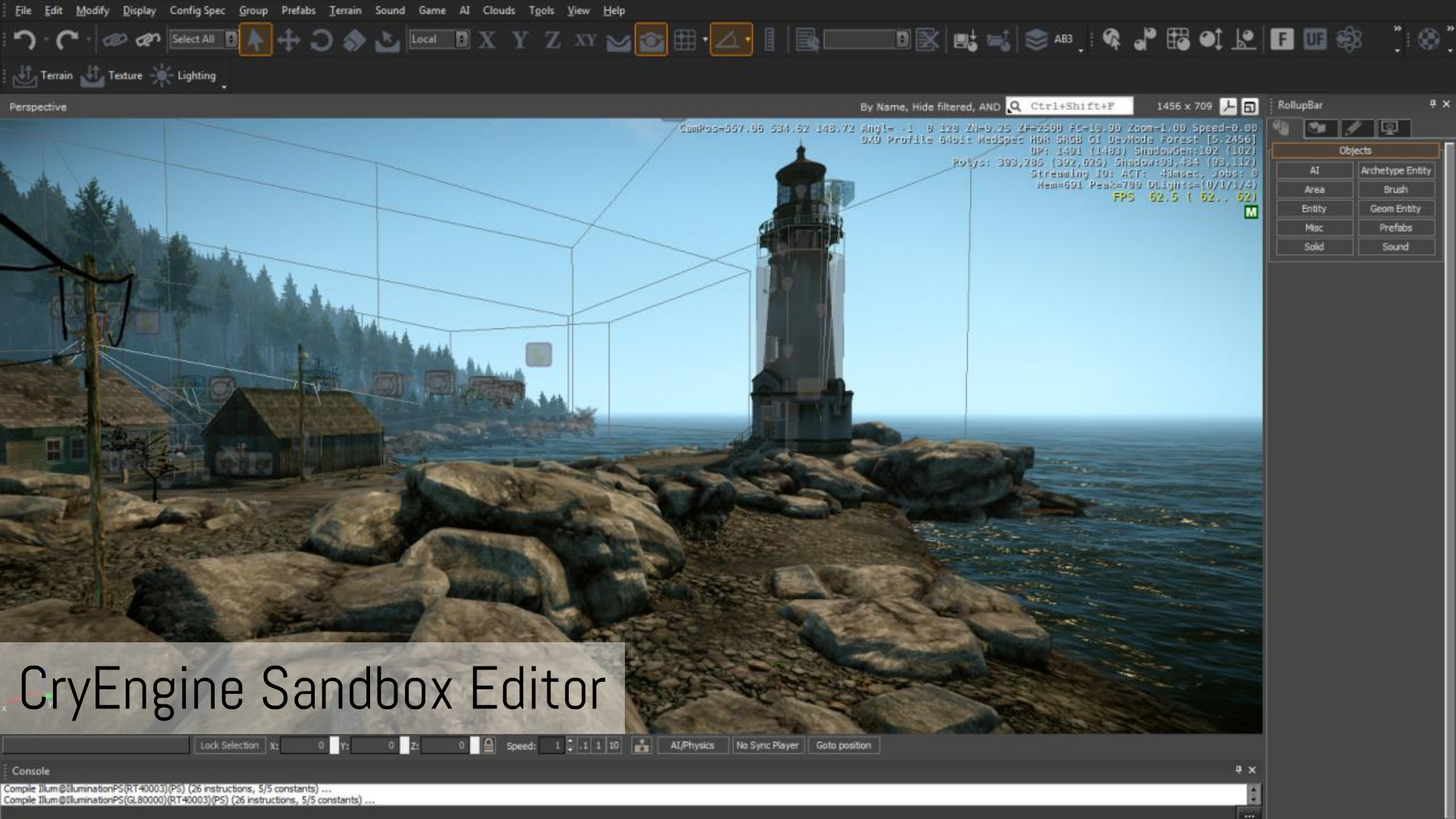
1. Idea

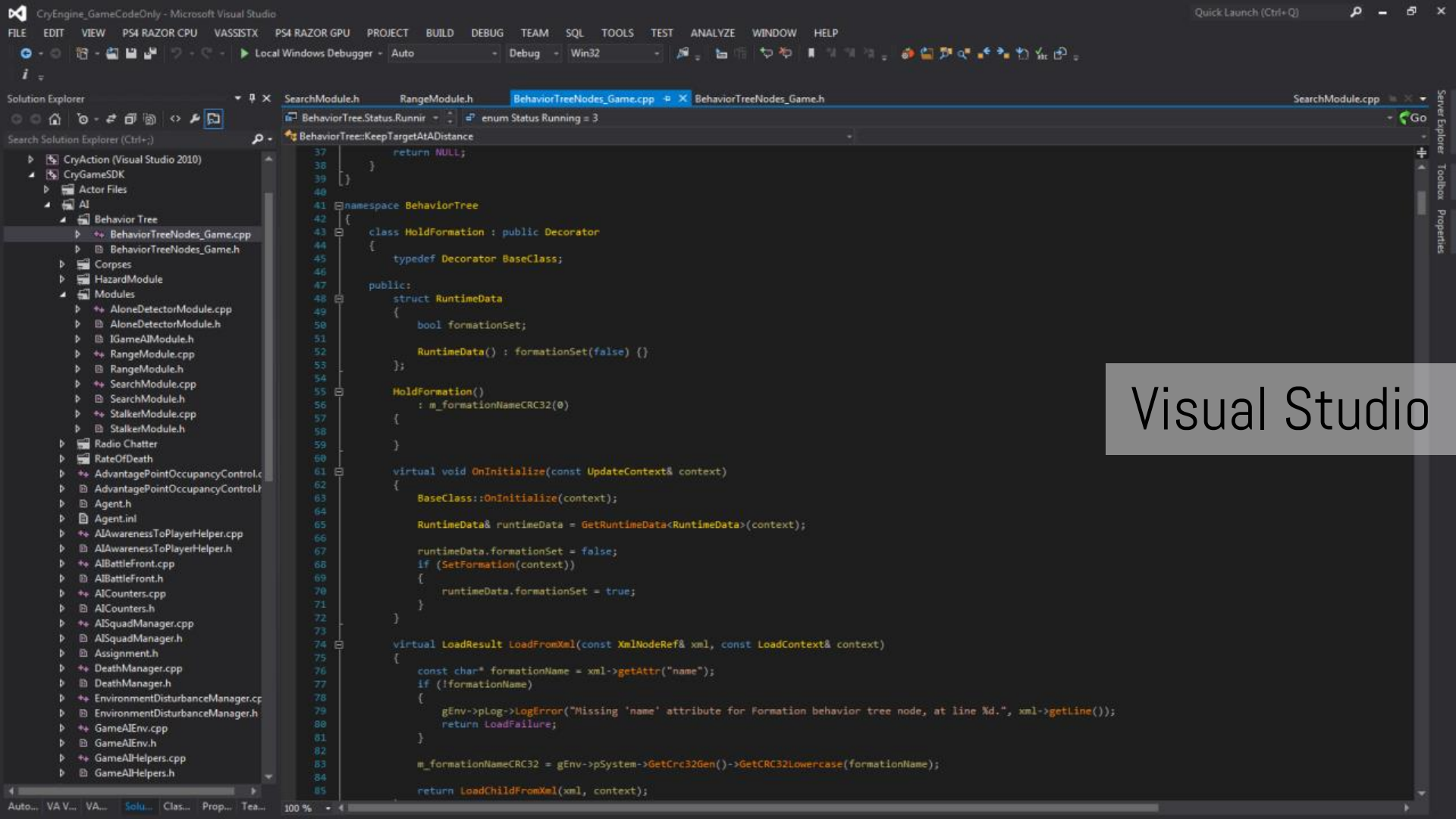


2. Prototype – Whitebox level - Iteration

3a. Final game

3b. Dumpster


File Edit Modify Display Config Spec Group Prefabs Terrain Sound Game AI Clouds Tools View Help
Terrain Texture Lighting
Perspective
By Name, Hide filtered, AND
Ctrl+Shift+F
1456 x 709
RollupBar
Objects
AI
Archetype Entity
Area
Brush
Entity
Geom Entity
Misc
Prefabs
Solid
Sound
Lock Selection
Speed:
AI/Physics
No Sync Player
Goto position
Console
Compile Illum@IlluminationPS(RT40003)(PS) (26 instructions, 5/5 constants) ...
Compile Illum@IlluminationPS(GL80000)(RT40003)(PS) (26 instructions, 5/5 constants) ...
CryEngine Sandbox Editor


CryEngine_GameCodeOnly - Microsoft Visual Studio
Quick Launch (Ctrl+Q)
FILE EDIT VIEW PS4 RAZOR CPU VASSISTX PS4 RAZOR GPU PROJECT BUILD DEBUG TEAM SQL TOOLS TEST ANALYZE WINDOW HELP
Local Windows Debugger
Auto
Debug
Win32
Solution Explorer
Search Solution Explorer (Ctrl+;)
CryAction (Visual Studio 2010)
CryGameSDK
Actor Files
AI
Behavior Tree
BehaviorTreeNodes_Game.cpp
BehaviorTreeNodes_Game.h
Corpses
HazardModule
Modules
AloneDetectorModule.cpp
AloneDetectorModule.h
IGameAIModule.h
RangeModule.cpp
RangeModule.h
SearchModule.cpp
SearchModule.h
StalkerModule.cpp
StalkerModule.h
Radio Chatter
RateOfDeath
AdvantagePointOccupancyControl.c
AdvantagePointOccupancyControl.h
Agent.h
Agent.inl
AIAwarenessToPlayerHelper.cpp
AIAwarenessToPlayerHelper.h
AIBattleFront.cpp
AIBattleFront.h
AICounters.cpp
AICounters.h
AISquadManager.cpp
AISquadManager.h
Assignment.h
DeathManager.cpp
DeathManager.h
EnvironmentDisturbanceManager.cp
EnvironmentDisturbanceManager.h
GameAIEnv.cpp
GameAIEnv.h
GameAIHelpers.cpp
GameAIHelpers.h
SearchModule.h
RangeModule.h
BehaviorTreeNodes_Game.cpp
BehaviorTreeNodes_Game.h
SearchModule.cpp
BehaviorTree.Status.Runnir
enum Status Running = 3
Go
BehaviorTree::KeepTargetAtADistance
return NULL;
}
}
namespace BehaviorTree
{
class HoldFormation : public Decorator
{
typedef Decorator BaseClass;
public:
struct RuntimeData
{
bool formationSet;
RuntimeData() : formationSet(false) {}
};
HoldFormation()
: m_formationNameCRC32(0)
{
}
virtual void OnInitialize(const UpdateContext& context)
{
BaseClass::OnInitialize(context);
RuntimeData& runtimeData = GetRuntimeData<RuntimeData>(context);
runtimeData.formationSet = false;
if (SetFormation(context))
{
runtimeData.formationSet = true;
}
}
virtual LoadResult LoadFromXml(const XmlNodeRef& xml, const LoadContext& context)
{
const char* formationName = xml->getAttr("name");
if (!formationName)
{
gEnv->pLog->LogError("Missing 'name' attribute for Formation behavior tree node, at line %d.", xml->getLine());
return LoadFailure;
}
m_formationNameCRC32 = gEnv->pSystem->GetCrc32Gen()->GetCRC32Lowercase(formationName);
return LoadChildFromXml(xml, context);
Server Explorer
Toolbox
Properties
100 %
Visual Studio

Continuous testing

It's very easy to break stuff

It's done! Where is my fame and success?

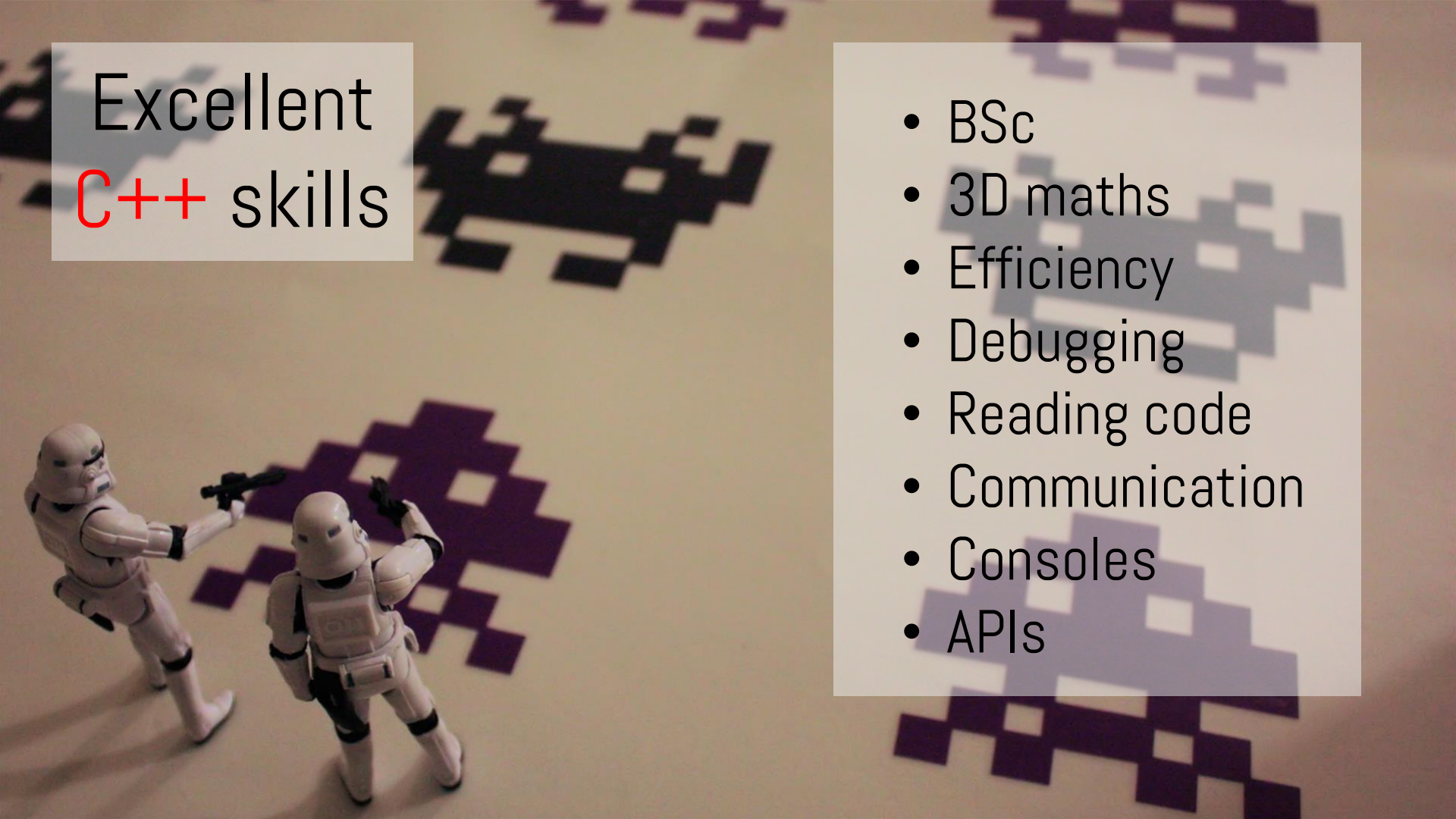
How?

Open source → Portfolio → Profit

WHAT GAMES COMPANIES LOOK FOR

Let’s check online

Excellent C++ skills



- BSc
- 3D maths
- Efficiency
- Debugging
- Reading code
- Communication
- Consoles
- APIs

Finished games!
PAC-MAN
PAC-MAN PLUS
PAC-MAN
JR. PAC-MAN
SUPER PAC-MAN

HOW TO GET THE SKILLS

Don't limit yourself to this while at University

Get involved instead!
Cádiz University SDL workshop 2011

Game Jams

ONE GAME A MONTH
Make Games. Not Excuses.

global game jam™

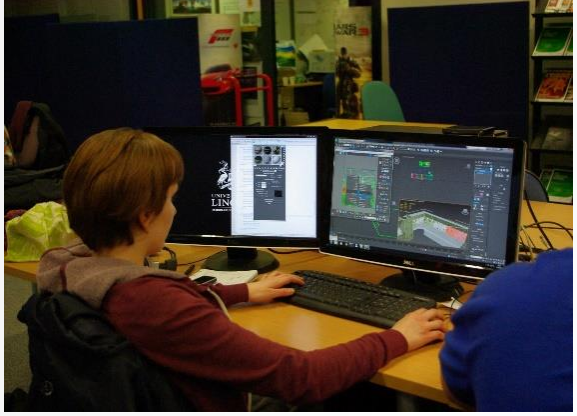
Ludum Dare

GAMES [4...] JAM

ORCAJAM! 4
September 6th-8th 6pm 6pm
48 Hour Game Jam

Extreme game development

Calendar:
Compohub.net



This was pretty awesome

Lincoln University Can Jam 2013

Ammo
x 1
Evolution: Survival of the Fittest

Blog and tweet about what you make

David Saltares

siondream

Nottingham, United Kingdom
david.saltares@gmail.com
http://siondream.com
Joined on Jan 18, 2011

31	6	12
followers	starred	following

Organizations

lib GDX

Contributions | Repositories | Public Activity | Edit Your Profile

Popular repositories

freegemas-gdx — Freegemas libGDX is an Android and Jav… — 65 ★

glapse — Take desktop screenshots and glue them … — 8 ★

sioncore — Small game engine built on top of Libgdx … — 6 ★

ashley — A Java entity system inspired by Ash & Art… — 2 ★

urbanrace — Time attack racing game written in C# usi… — 1 ★

Repositories contributed to

libgdx/libgdx — Desktop/Android/HTML5/iOS Java game … — 3,167 ★

stbachmann/ashley — A Java entity system inspired by Ash & Art… — 34 ★

Put your code somewhere visible

Your Contributions

Summary of Pull Requests, issues opened and commits. Learn more.

Less More

74 Total	7 days	0 days
Mar 31 2013 - Mar 31 2014	March 18 - March 24	Rock - Hard Place
Year of Contributions	Longest Streak	Current Streak

Enter the Open Source University Contest

libGDX

News | Features | Download | Source | Documentation | Gallery | Community

Desktop/Android/BlackBerry/iOS/HTML5 Java game development framework

Work on a big open source project

Start creating awesome games NOW!

Get Started

Cross Platform

Publish your games on Windows, Mac, Linux, Android, iOS, BlackBerry and HTML5, all with the same code base.

Open Source

libgdx is licensed under Apache 2.0 and maintained by the community. Contribute today!

Contribute | Donate

Feature Packed

Comes with batteries included. Write 2D or 3D games, let libgdx worry about low-level details.

Features

Super Fast

Heavy emphasis on avoiding garbage collection for Dalvik/JavaScript by careful API design and

Documentation

Learn libgdx inside out on the Wiki, study the Javadocs, or read a third-party tutorial. Learn

Community Support

Get great support from a big and growing community of game and application developers.

Contact info

david.saltares@gmail.com

siondream.com

github.com/siondream

twitter.com/siondream

Questions?