



# MOBILE GAMES 101

Ho Dac Hung



# MOBILE GAME MARKET

- Creating mobile games can be a very profitable business.
- It's very difficult to predict which games will be hits.



# GAMES ATTRIBUTES

- A goal
- Rules
- Feedback
- Voluntary participation

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# GAMES GERNES

- The game genre describes the play, not the art or story.

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# GAMES GENRES (ACTION)

- Action games rely on eye/hand coordination and skill to play. There are lots of stylistic variations available, making it one of the most diverse genres. Many of the earliest arcade games were action games.



# GAMES GERNES (ADVENTURE)

- Adventure games focus on characters, inventory management, story, and sometimes puzzle solving.



# GAMES GERNES (STRATEGY)

- Thinking and planning are the hallmarks of strategy games. This is one of the oldest genres of games.



# GAMES GERNES (SIMULATION)

- Simulation games depict some real situation, such as a vehicle that the player can operate. The games reproduce the physics of the real situation and can be good enough to use for instruction as well as for just playing a game.





# GAMES GERNES (AUGMENTED REALITY)

- Augmented Reality (or AR games) incorporate peripheral devices like cameras and global positioning (GPS) into gameplay.



# COMPONENT OF A GAME

- Opening (Splash) Screen
- Menu Screen
- Music
- Sound Effects
- Time
- Lives
- Obstacles
- Levels
- Adversaries
- Player
- Scene



# CHARACTERISTICS OF GOOD MOBILE GAMES

- Don't waste the player's time.
- Make the game goals easy to understand.
- Show game status clearly.
- Mobile users typically play games in short sessions.
- Players need to easily pause and resume a game, and the phone should be able to pause and resume games when necessary.
- Players should be able to make game progress in a short period of time.

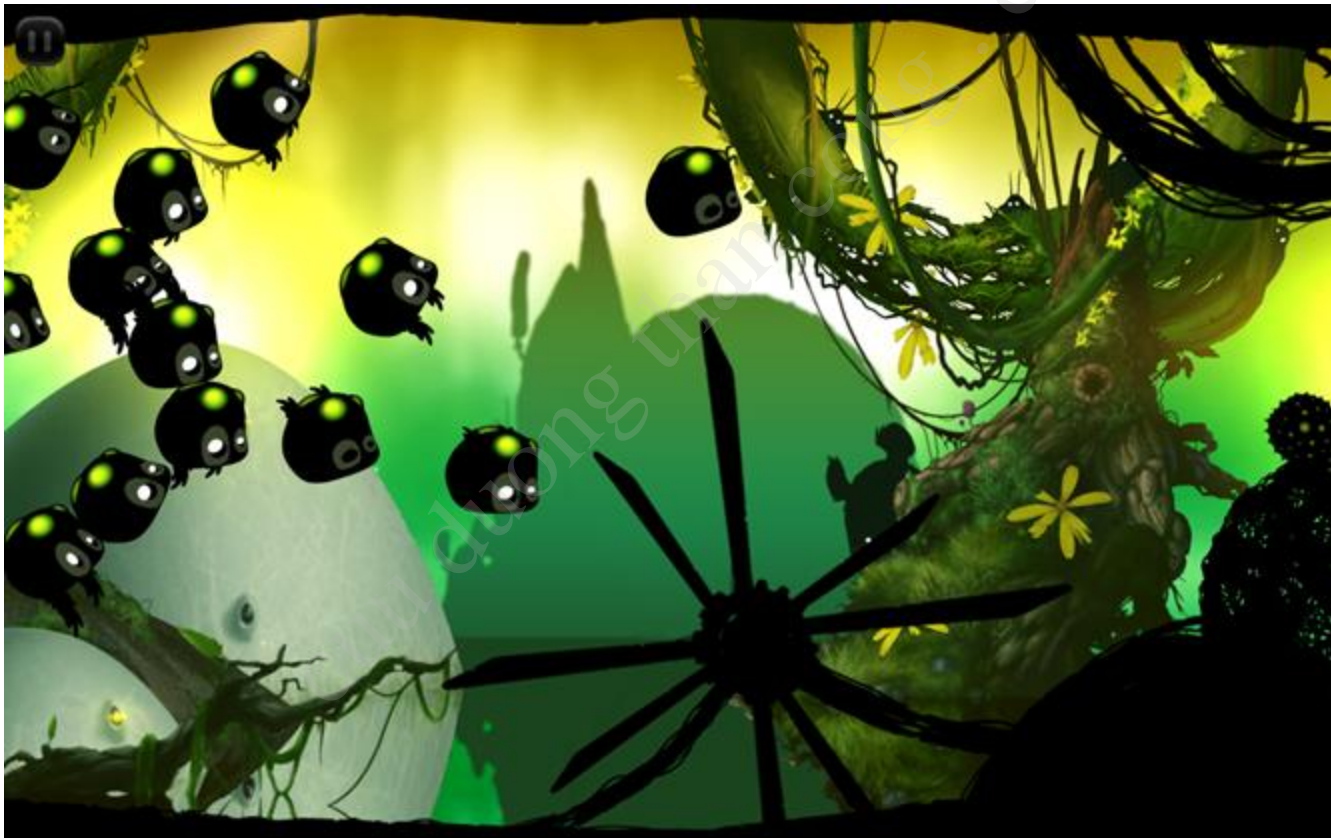


# PHYSICAL CONSTRAINTS

- Small screen size and a variety of screen sizes, resolutions, and pixel densities.
- Variety of user input methods.
- Limited computational power.
- Limited battery.



# PLATFORM GAMES (1)





# PLATFORM GAMES (2)





# PLATFORM GAMES (3)



# PLATFORM GAMES (4)





# PLATFORM GAMES (5)





# PLATFORM GAMES (6)



# PLATFORM GAMES (7)

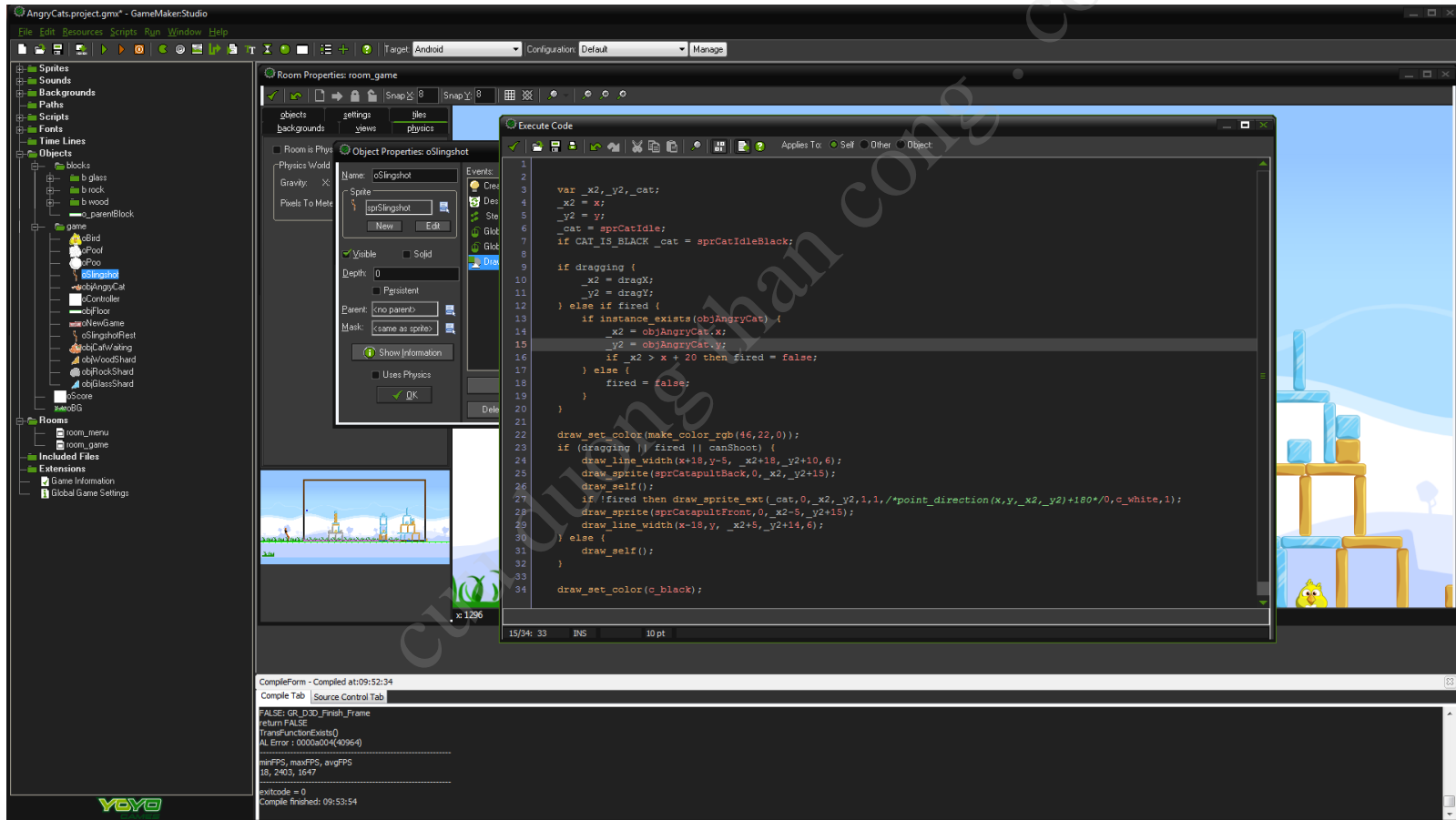




# GAME DEVELOPMENT TOOLS (1)



# GAME DEVELOPMENT TOOLS (2)





# GAME DEVELOPMENT TOOLS (3)





# GAME DEVELOPMENT TOOLS (4)





# GAME DEVELOPMENT TOOLS (5)







# GAME DEVELOPMENT TOOLS (6)

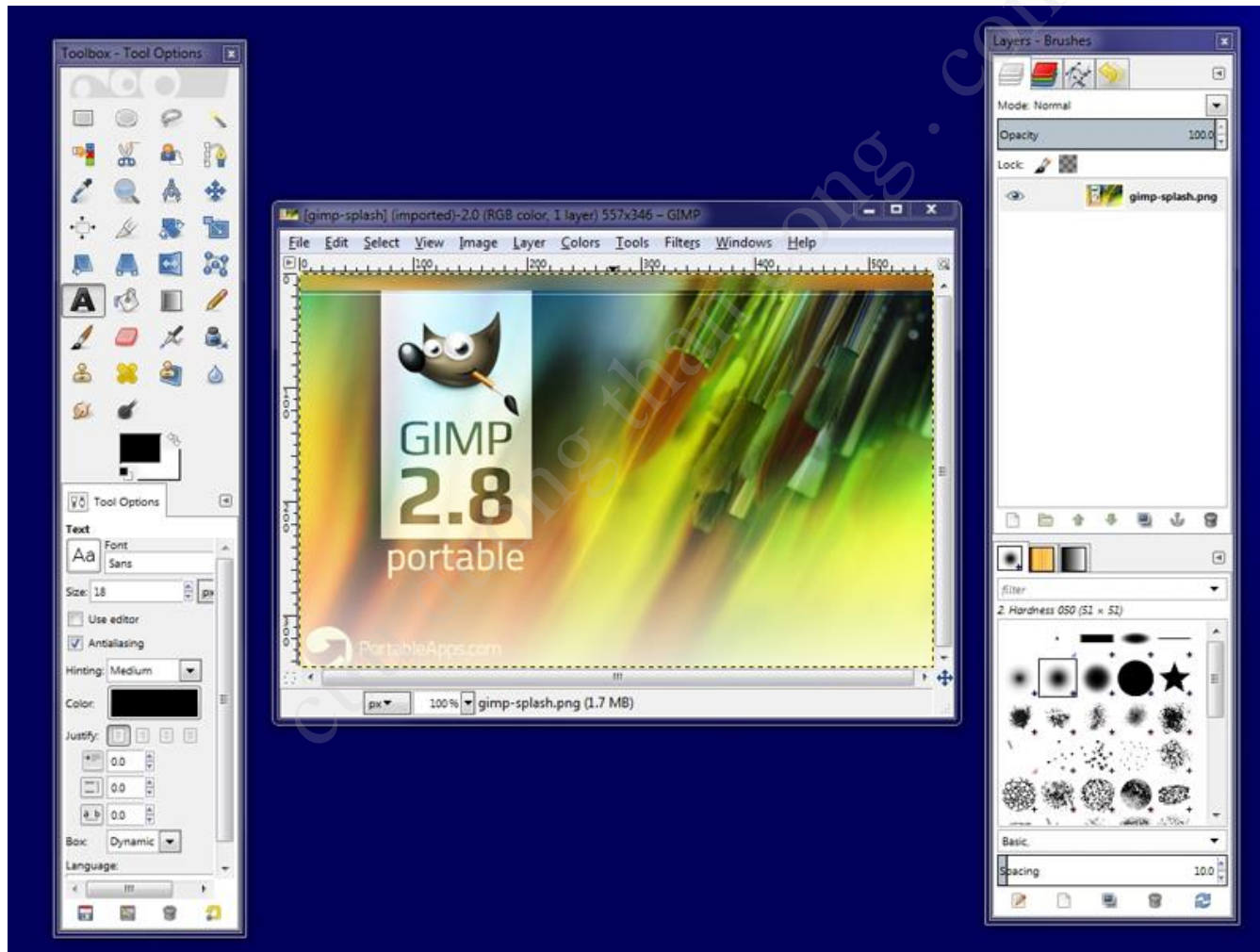




# GRAPHICS TOOLS (1)



# GRAPHICS TOOLS (2)

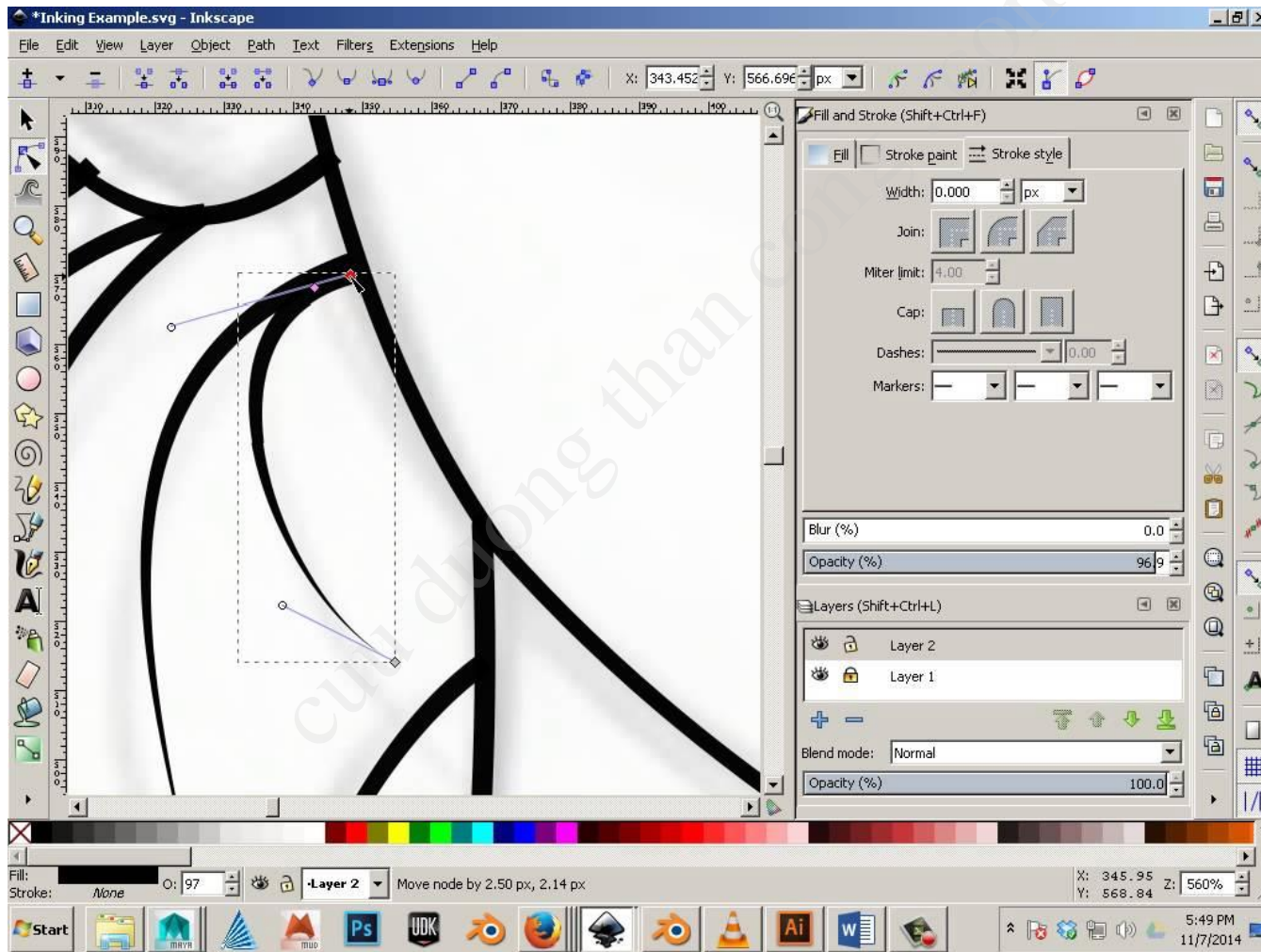




# GRAPHICS TOOLS (3)



# GRAPHICS TOOLS (4)





# GRAPHICS TOOLS (5)

- AnimGet
- Tiled
- FontStruct

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# AUDIO TOOLS (1)





# AUDIO TOOLS (2)

musescore





# AUDIO TOOLS (3)





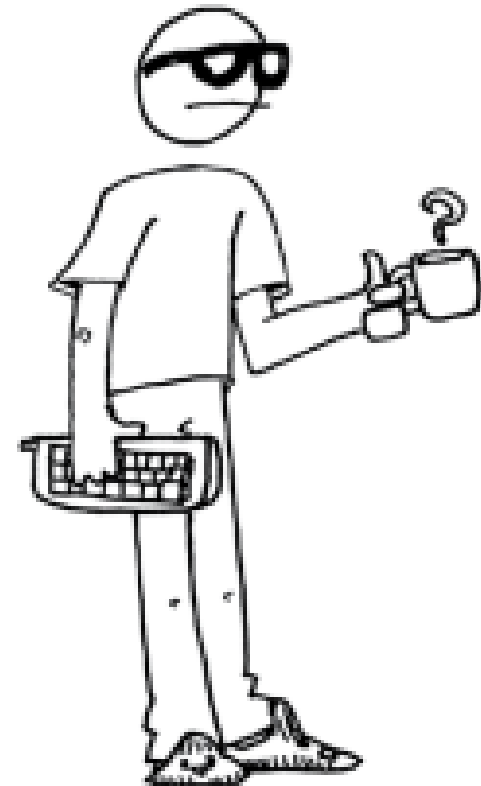
# WHO MAKES GAMES?

- Developers or development teams
- Several creative people all working together to create entertainment



# PROGRAMMER

- Writes the code that draws the game's
- HCI
- Physics system
- Artificial intelligent





# ARTIST

- Concept artists
- Storyboard artists
- 3-D Modelers and environment artists
- Texture artist
- Visual effects artists
- User interface artists
- Animators
- Technical artists





# DESIGNER

- Level designers
- System designers
- Scripters
- Combat designers





# PRODUCER

- Overseeing the entire game development team
- Assistant and associate producers





# TESTER

- Report back any problems (or bugs) they find in the game





# AND...

- Composer
- Sound designer
- Writer

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# PROCEDURE

- Ideas
- Design
- Implement
- Test
- Deploy

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# Q & A