MOBILE GAME PROGRAMMING

GALGOTIAS UNIVERSITY

Course Outcomes :

CSGG4024.1	Develop an understanding of Objective-C and Cocos2d	Knowledge Level 6
CSGG4024.2	Apply advanced 2D Graphics and designing for mobile	Knowledge Level 3
CSGG4024.3	Make use of mobile usability and design concerns	Knowledge Level 3
CSGG4024.4	Understand advanced graphical and audio effects	Knowledge Level 2
CSGG4024.5	Understand three dimensional concept in mobile environment	Knowledge Level 2
CSGG4024.6	Implement individual game project or in a team environment	Knowledge Level 5

Course Prerequisites

The objective of this course is to:

- Provide the overview of professional game design
- Know the best ways to learn how to design games
- Understand what game design is and isn't

Course Description

- This course provides students with an in-depth introduction to technologies and techniques used to create successful mobile games.

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Introduction

- Used to be programmers created games
  - But many great programmers not great game makers
- With budget shift, emphasis has shifted
  - Game content creators are artist and designers
- Programmers can be thought of as providing services for content
  - But fate of entire game rests in their hands

Visual Studio
2013

Windows 8

iOS

Microsoft
.net

Windows Phone

Microsoft
Visual C#

XBOX ONE

HTML5
CSS3
JavaScript

unity

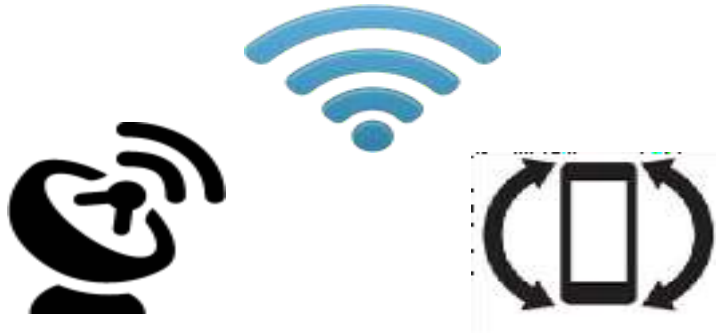
C++

Construct 2

DirectX 11.1+

What is a Mobile Device?

- ✓ **Smartphones**
- ✓ **Tablets**
- ✓ **Laptops**
- ✓ **Netbooks and smaller laptops**
- ✓ **Laptop/Tablet hybrids**



Game Salad

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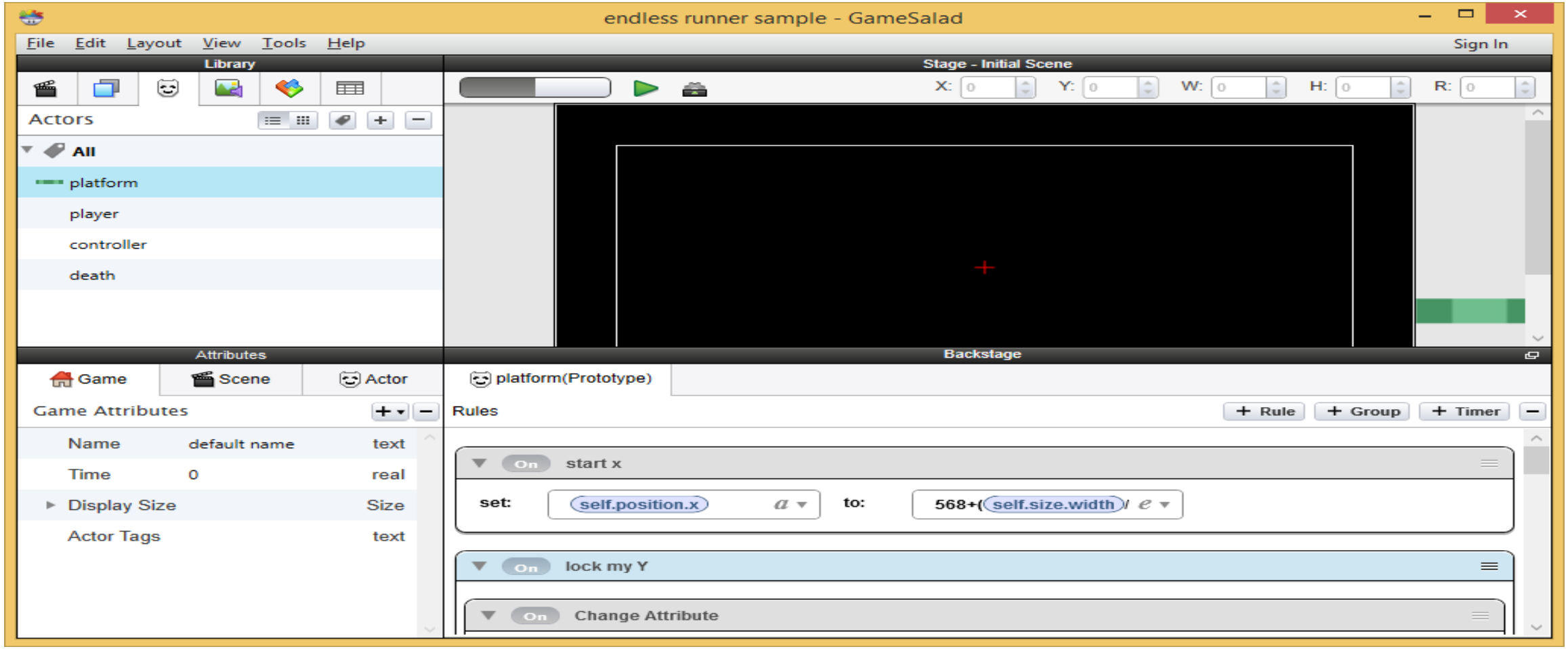
Game Salad UI



Construct 2

Website: https://www.scirra.com/

Construct 2 UI

Flapping Bird template (included with Construct 2)