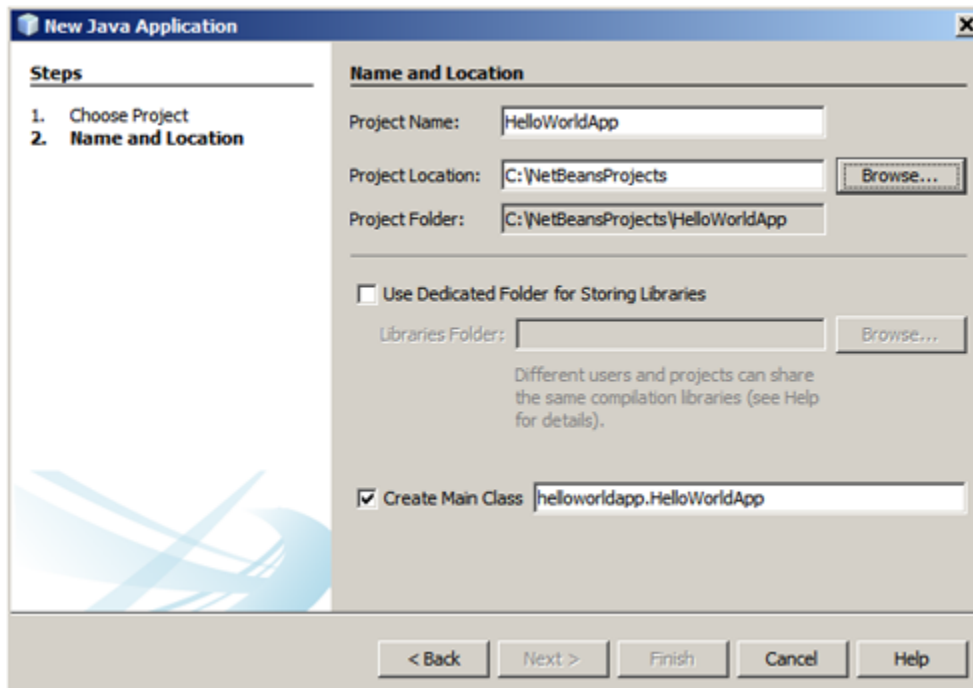
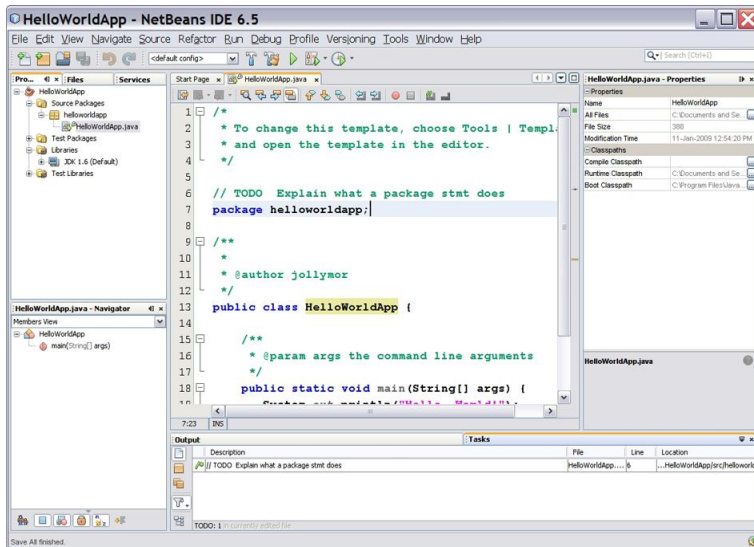
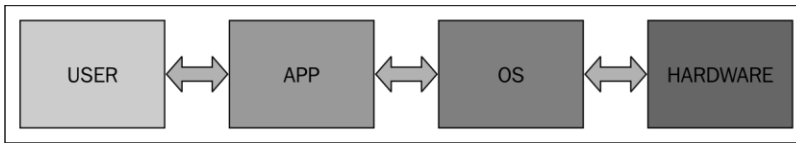
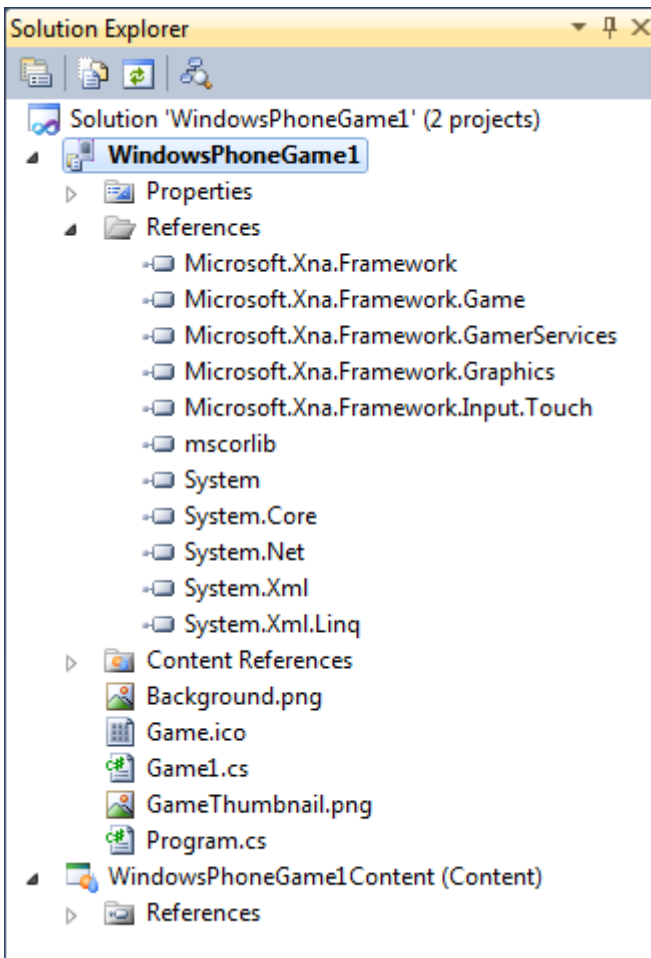
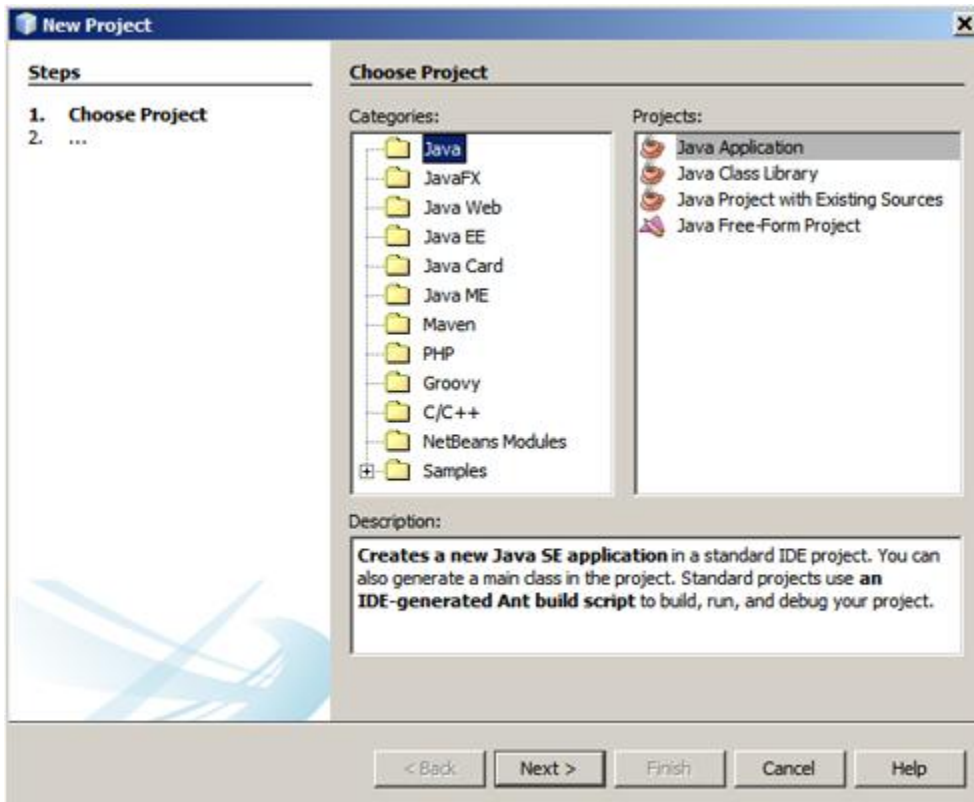
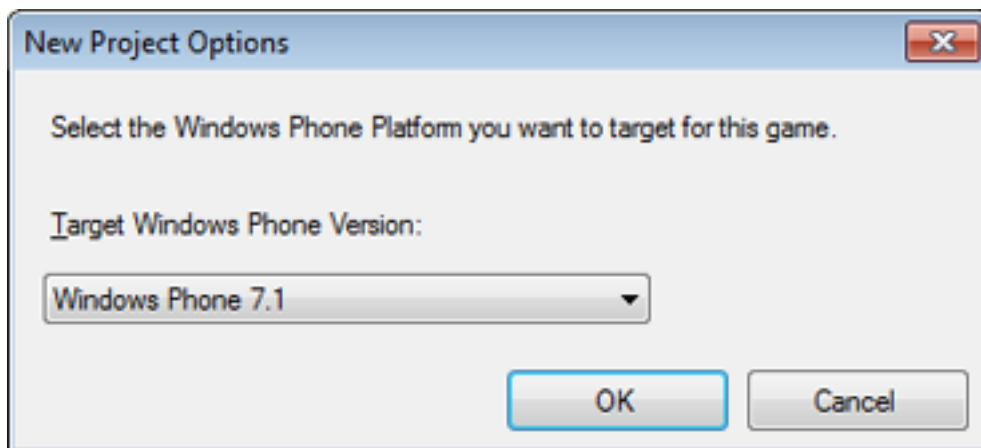


CHAPTER 01







New Project

Recent Templates

Installed Templates

- Visual C#
 - Windows
 - Web
 - Office
 - Cloud
 - Reporting
 - SharePoint
 - Silverlight
 - Silverlight for Windows Phone
 - Test
 - WCF
 - Workflow
 - XNA Game Studio 4.0
- Other Languages
- Other Project Types
- Database
- Modeling Projects
- Test Projects

Online Templates

.NET Framework 4

Sort by: Default



Windows Phone Game (4.0)



Windows Phone Game Library (4.0)



Windows Game (4.0)



Windows Game Library (4.0)



Xbox 360 Game (4.0)



Xbox 360 Game Library (4.0)



Content Pipeline Extension Library (4.0)



Empty Content Project (4.0)

Name:

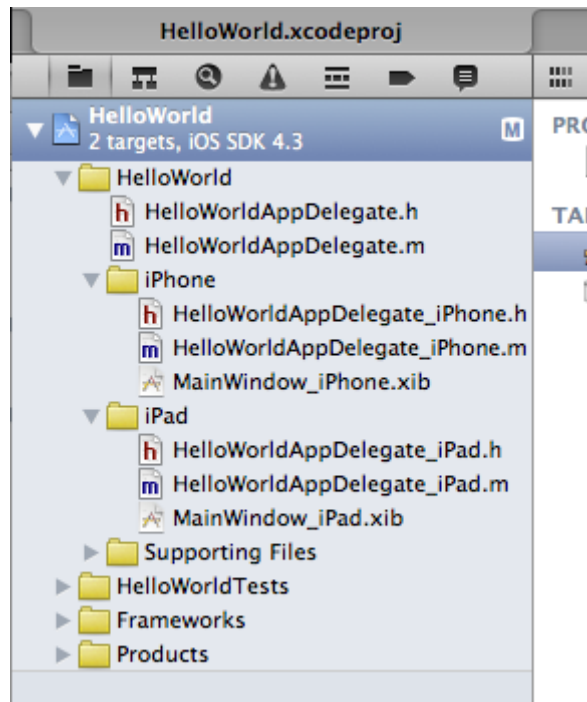
PacktGame

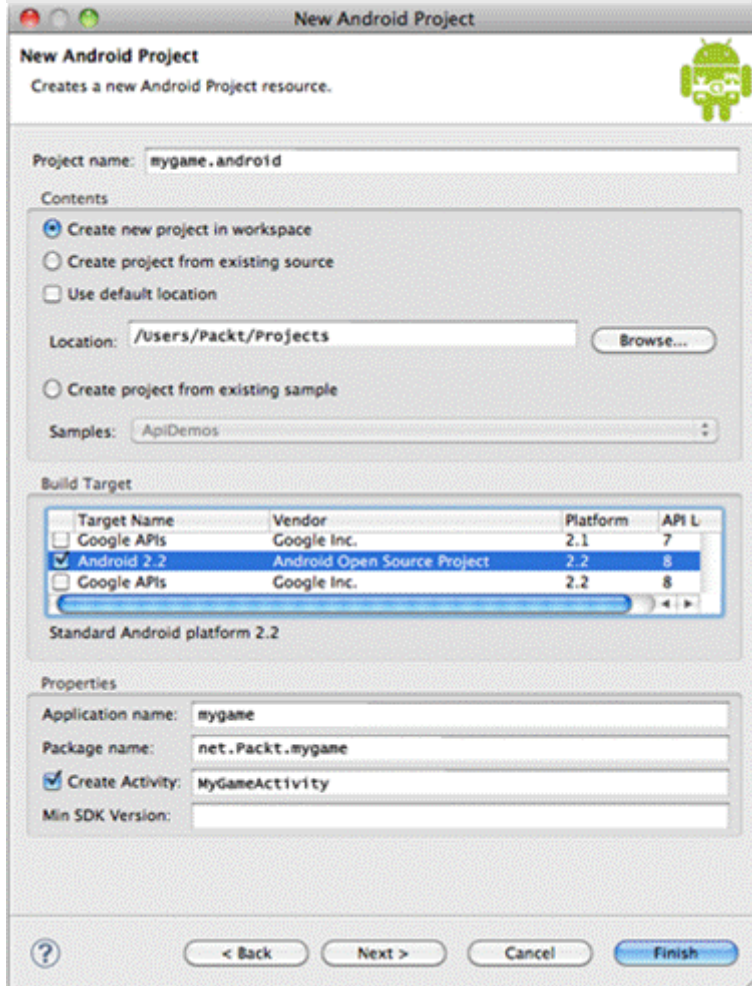
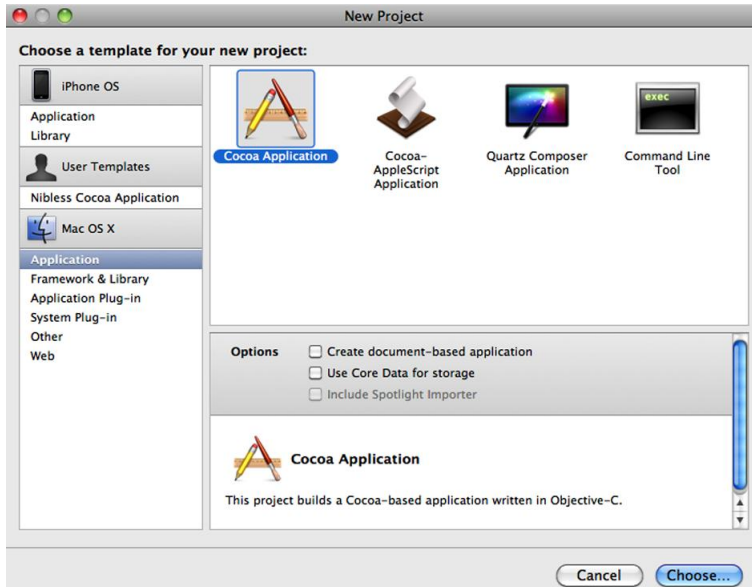
Location:

C:\Dev\Packt

Solution name:

PacktGame





Create new AVD

Name:

Target:

SD Card:

Size:

File:

Skin:

Built-in:

Resolution: x

Hardware:

Property	Value	New...
Abstracted LCD density	160	Delete

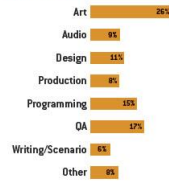
Force create



CHAPTER 02



CONTRACTORS BY JOB FUNCTION



Tools

- System Summary
- Startup Options
- Activity Center
- Memory
- Hot Keys
- Power
- Bug Reporting**

Related Tasks

- Control Debugging

Bug Reporting

Subject: *

Description: *

Email: *

Priority: *

Reproducibility: *

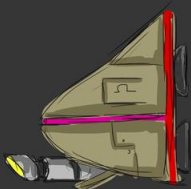
Date and Time:

* - Denotes Required Field

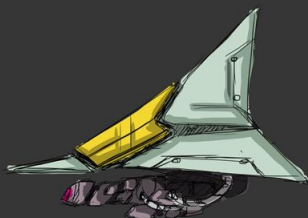
Concept ships



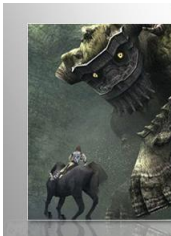
1



2

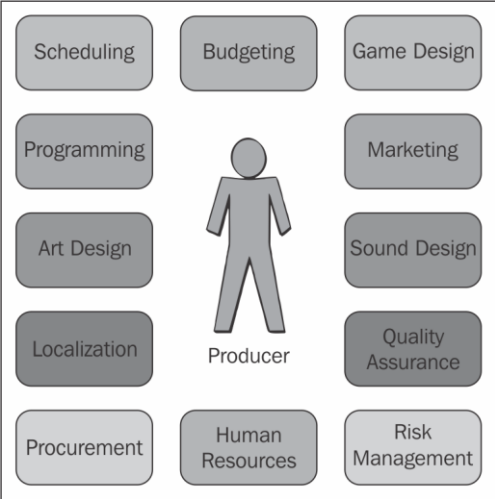
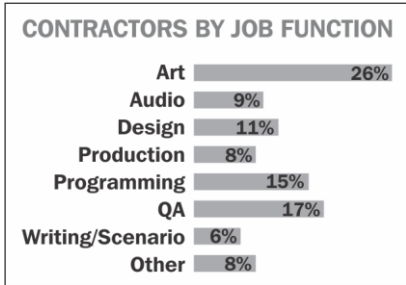


3



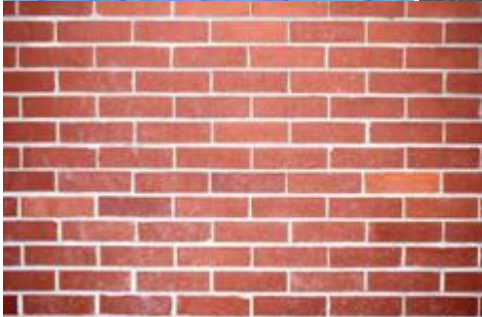
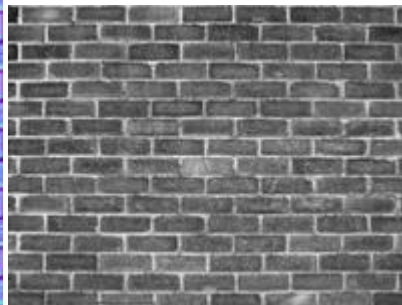
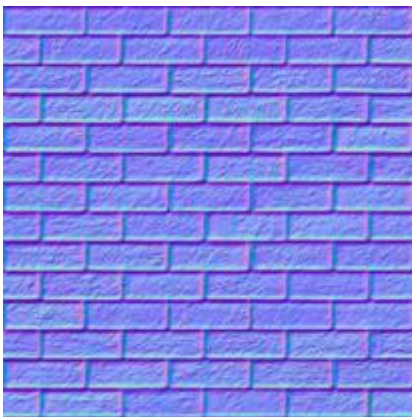
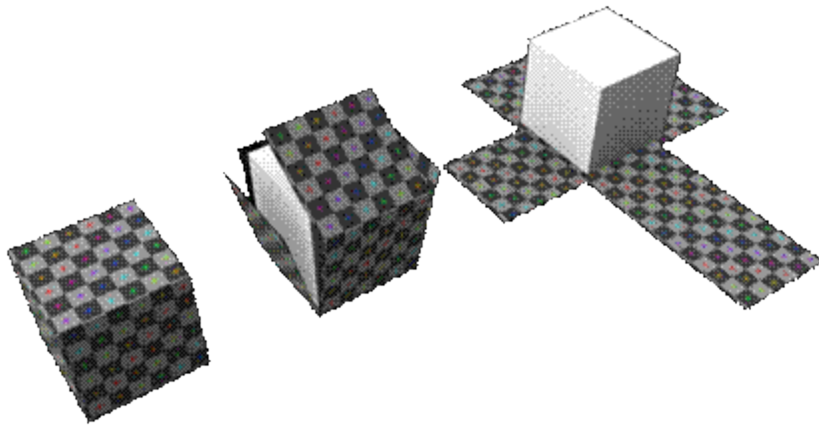
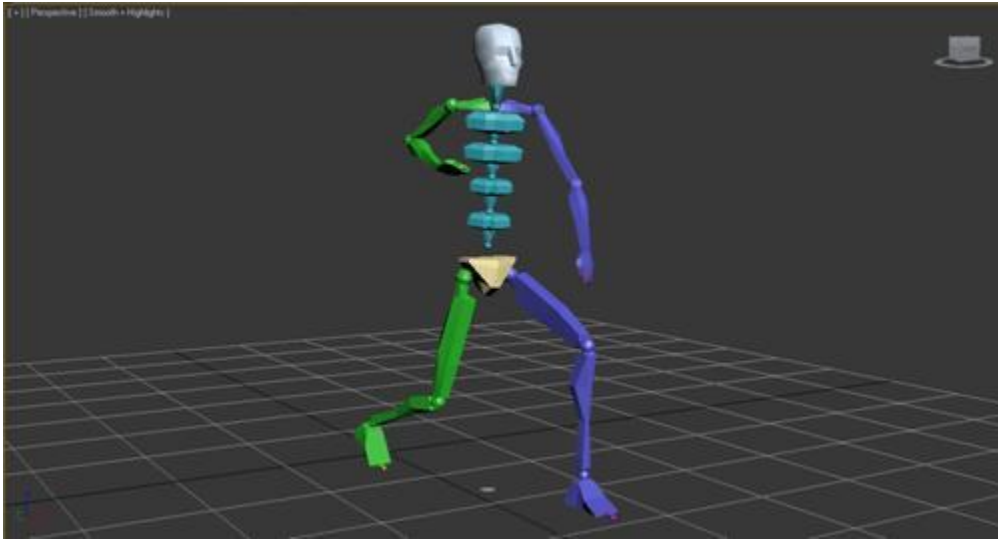
game designer Fumito Ueda





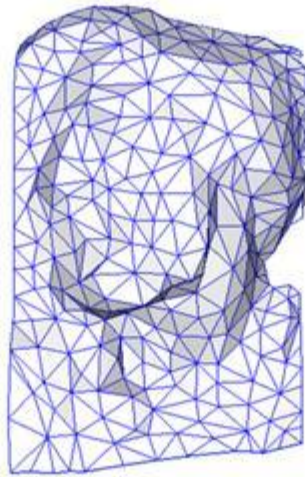
CHAPTER 03



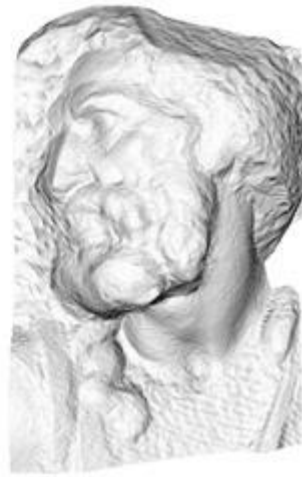




original mesh
4M triangles



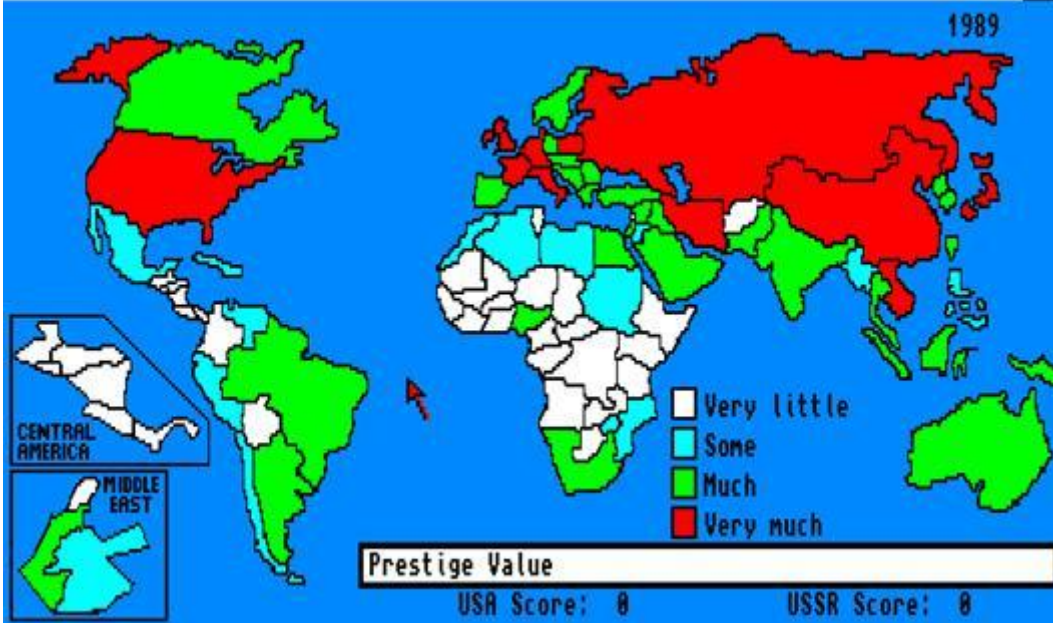
simplified mesh
500 triangles



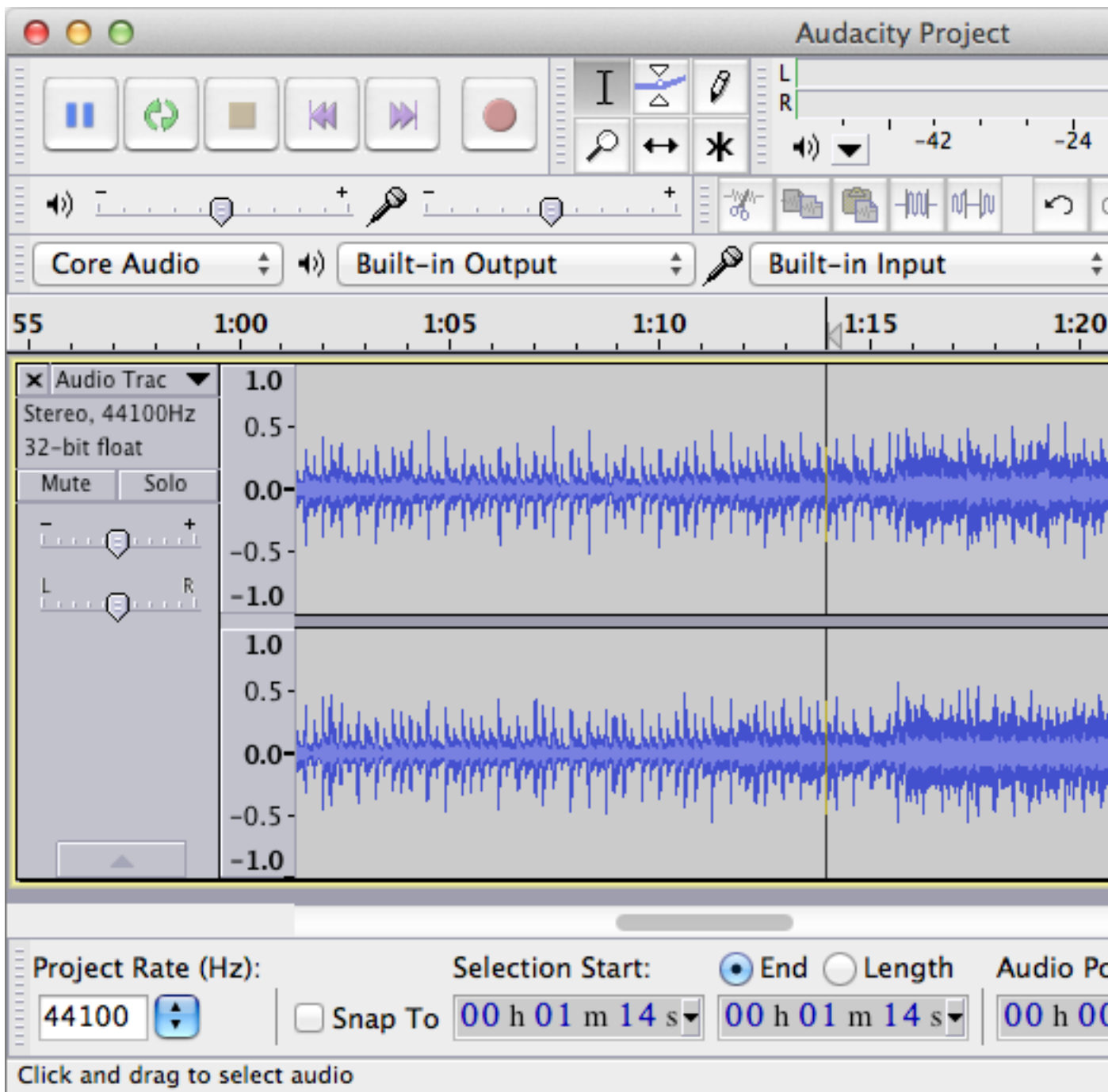
simplified mesh
and normal mapping
500 triangles

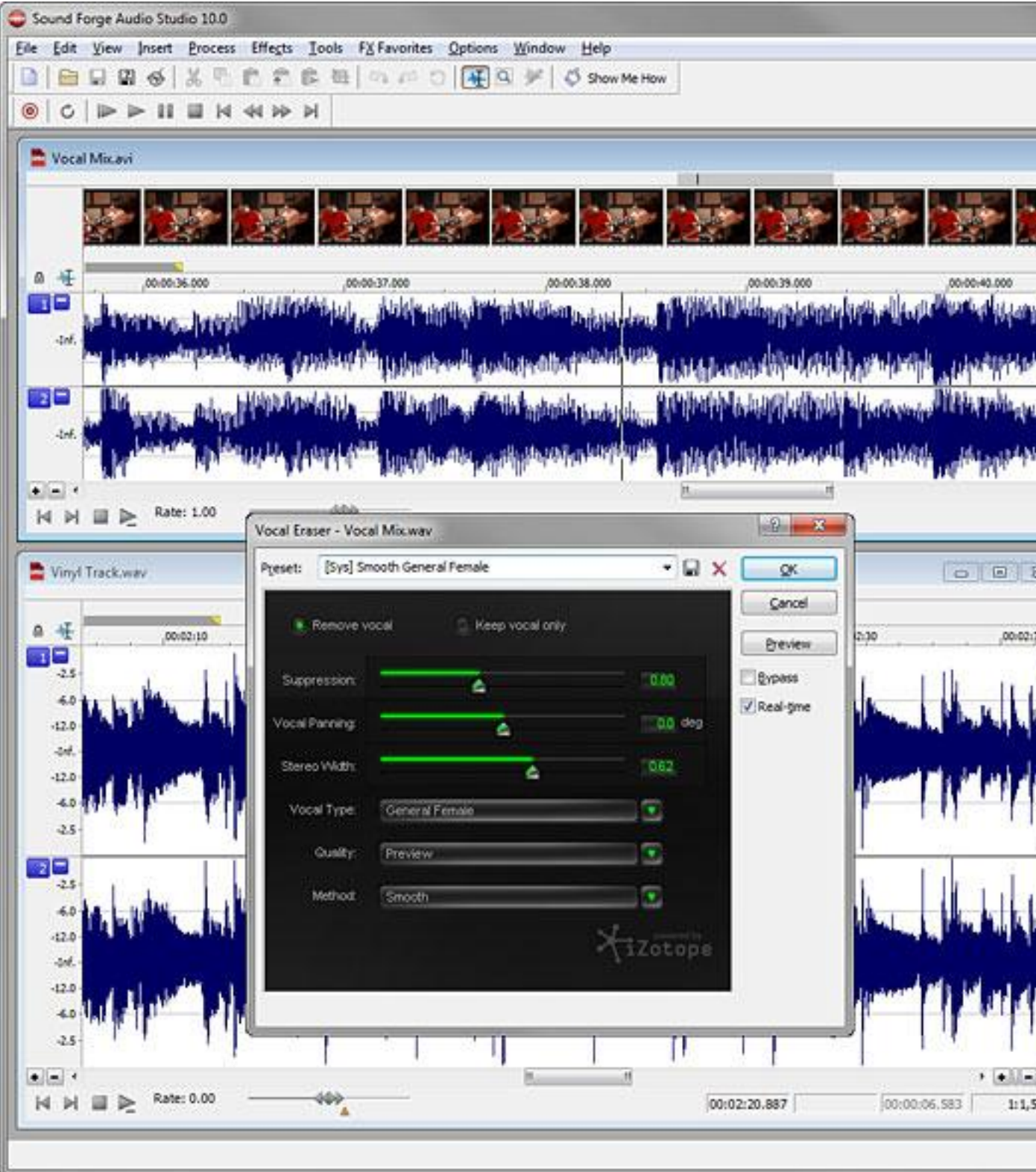






CHAPTER 04



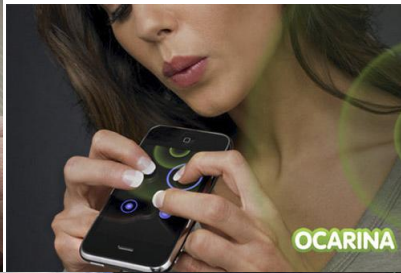


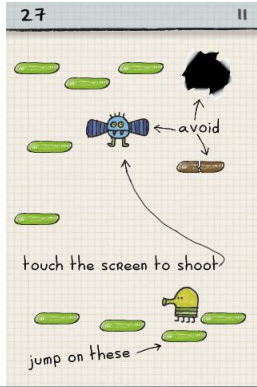




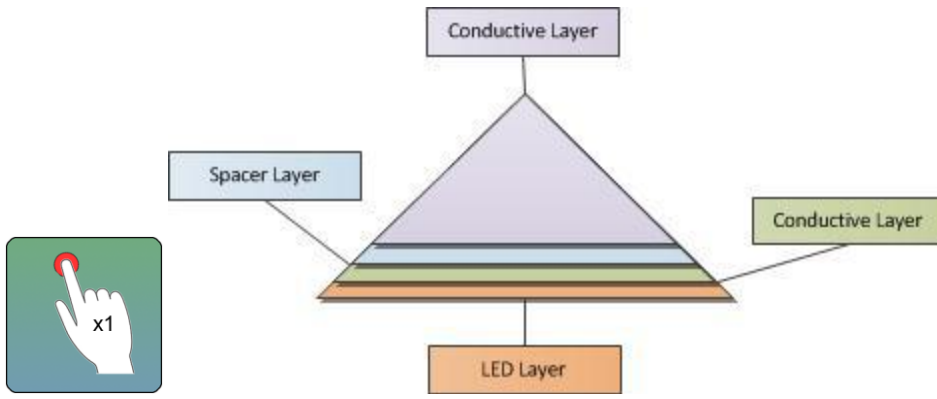
CHAPTER 06



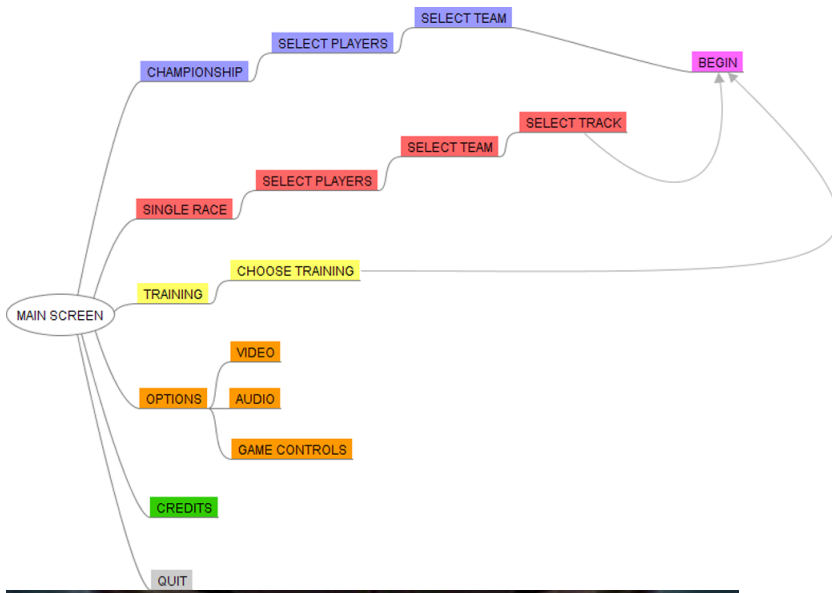








CHAPTER 07

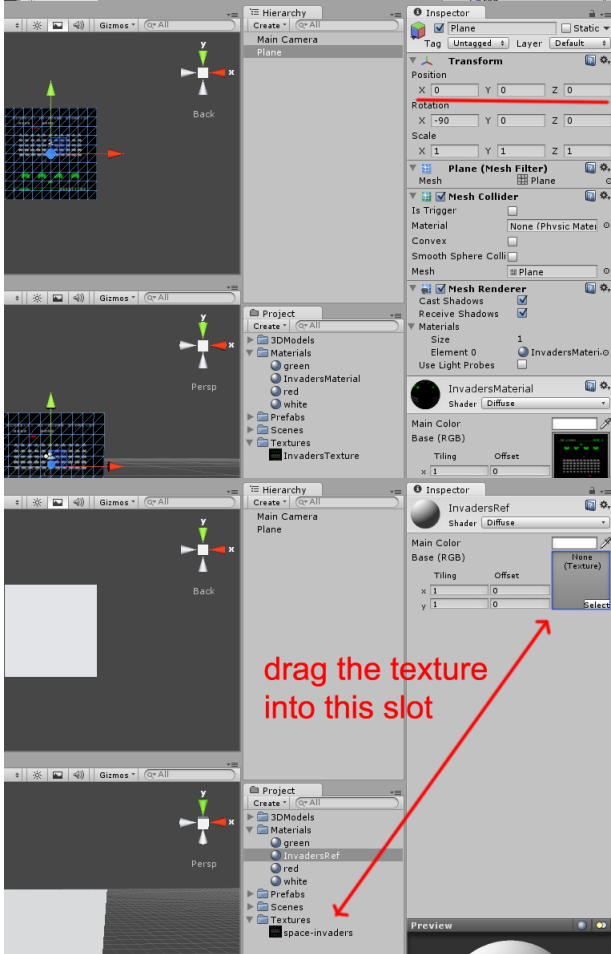
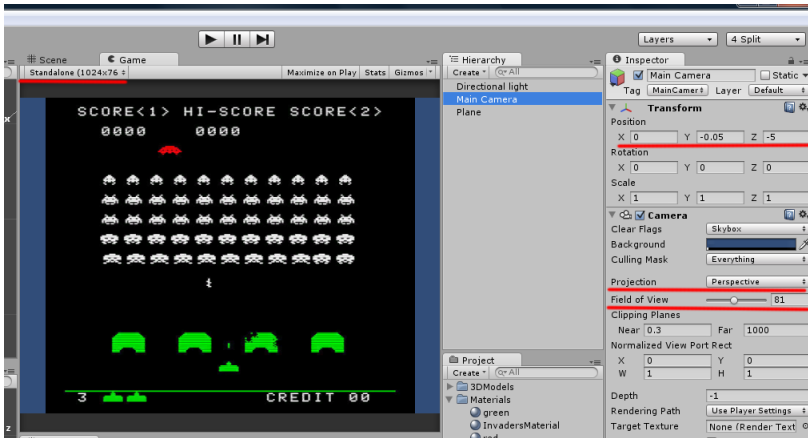




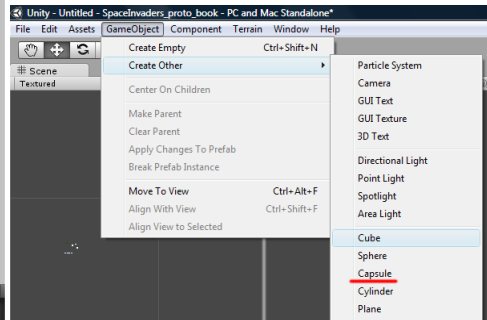


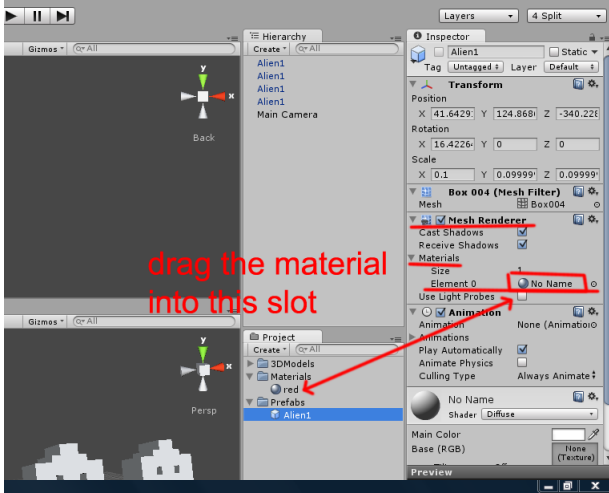
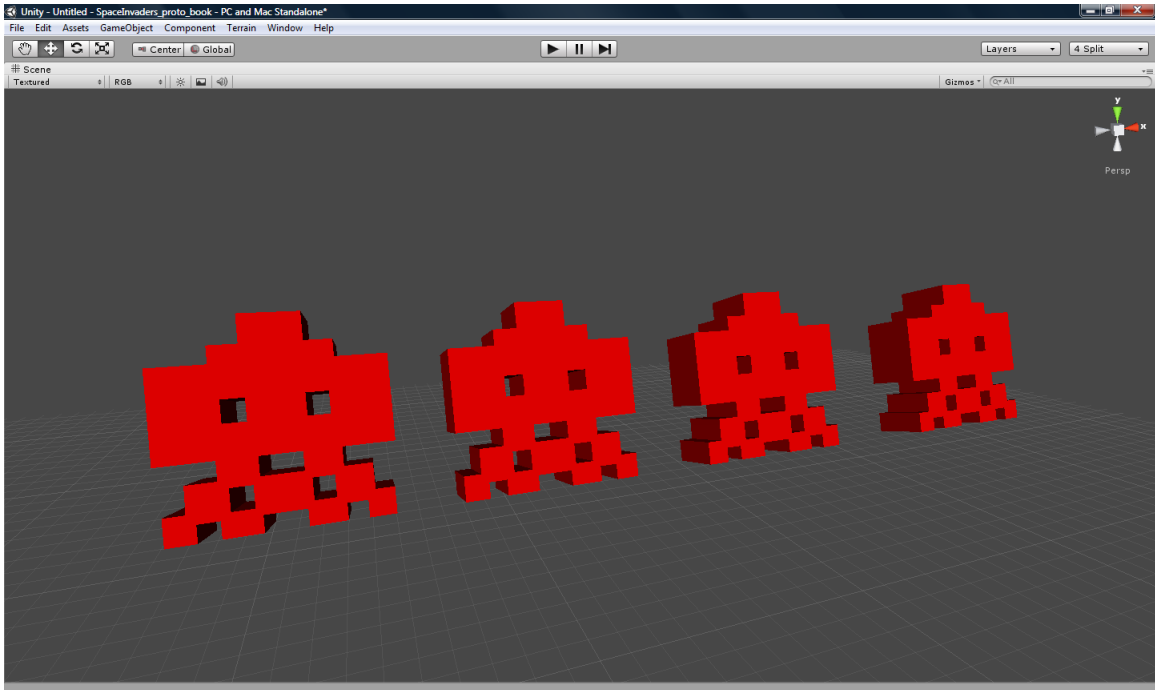
		Is the interface component part of the game story/narrative?	
		no	yes
Is the interface component part of the actual game space?	no	non-diegetic representations	spatial representations
	yes	meta representations	diegetic representations

CHAPTER 08

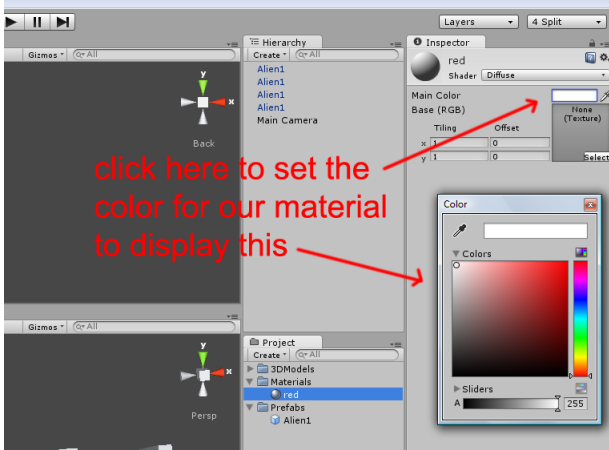


drag the texture
into this slot

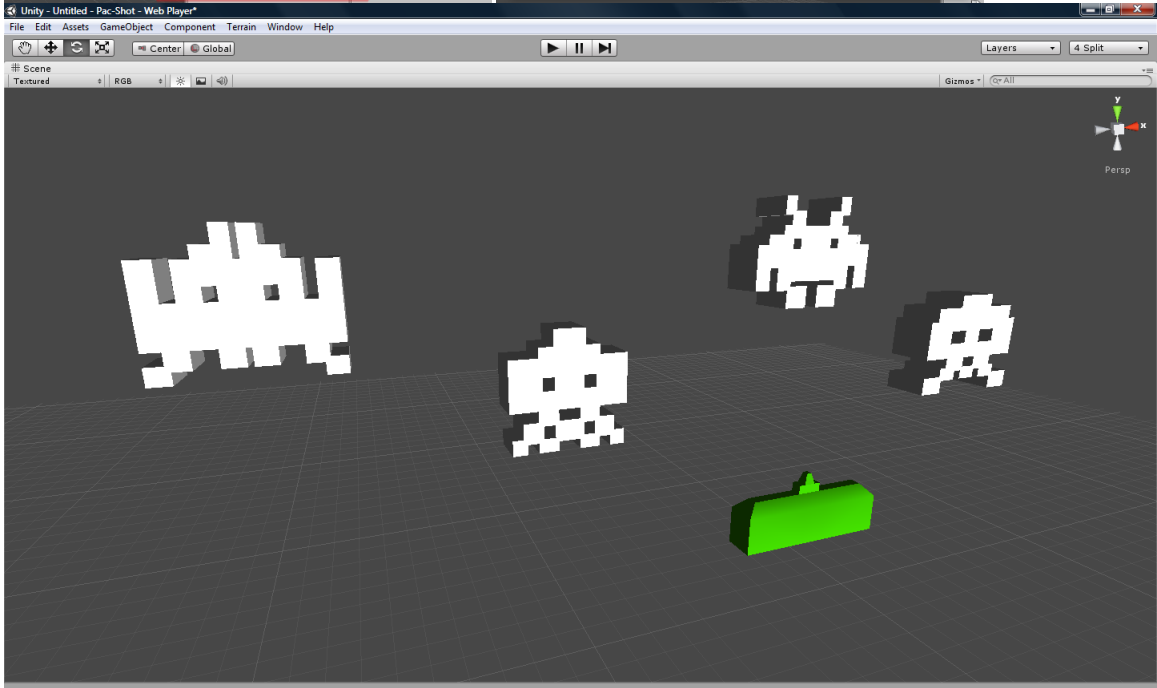
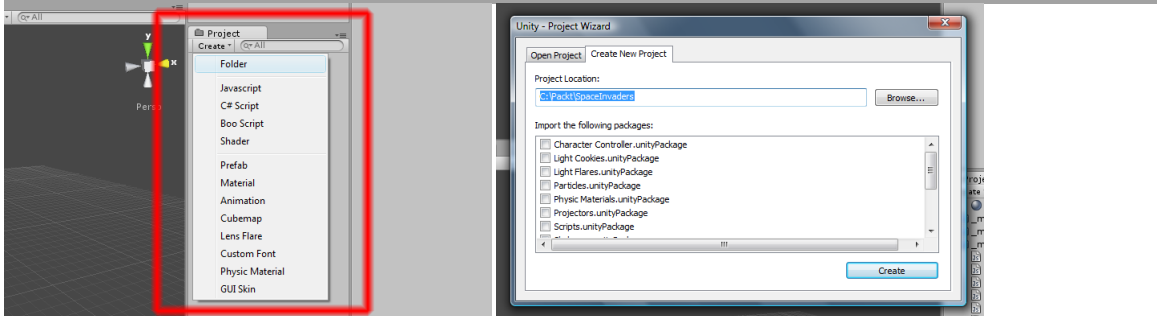
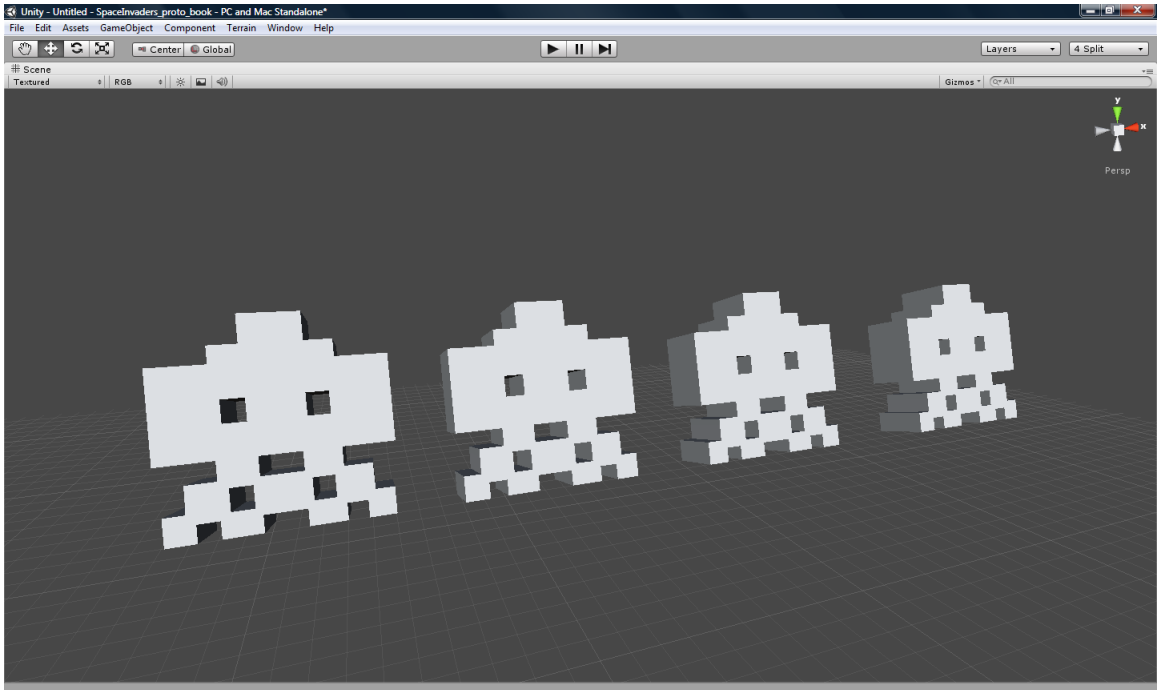




drag the material into this slot

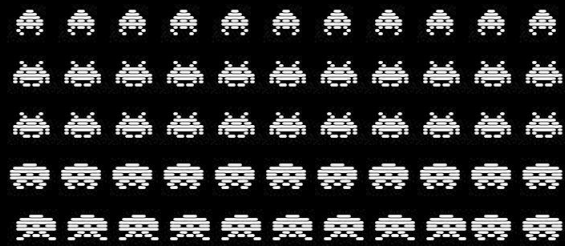


click here to set the color for our material to display this



SCORE<1> HI-SCORE SCORE<2>

0000 0000



↓



3  

CREDIT 00





Health: 100

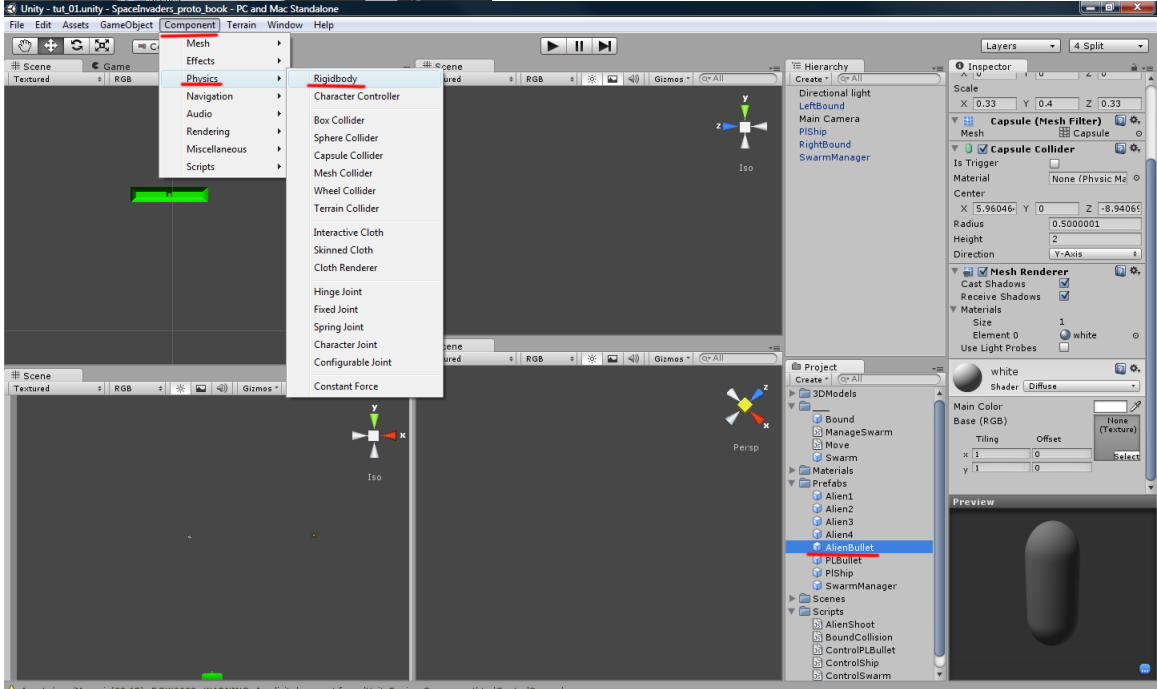
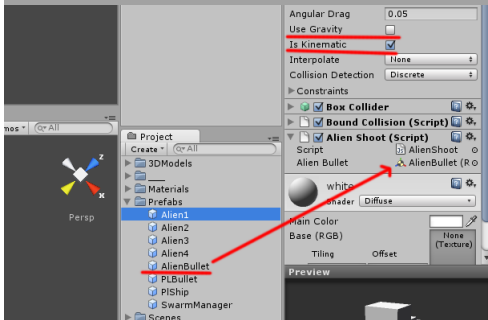
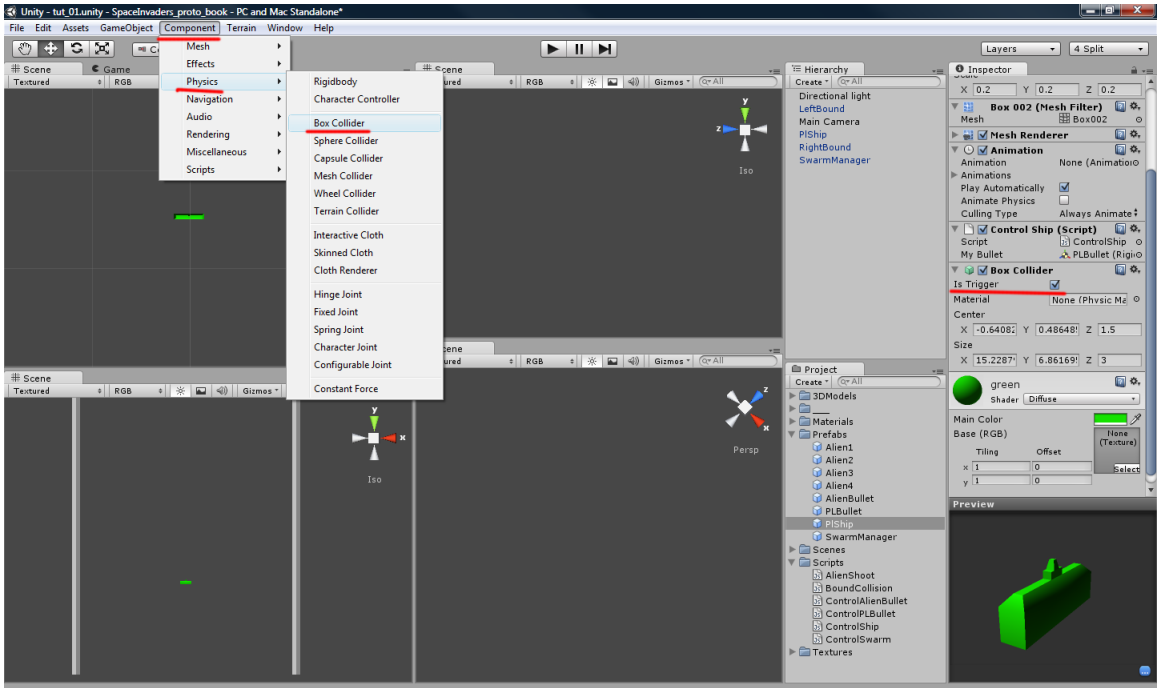
Score: 189
Meat: 35684 kg

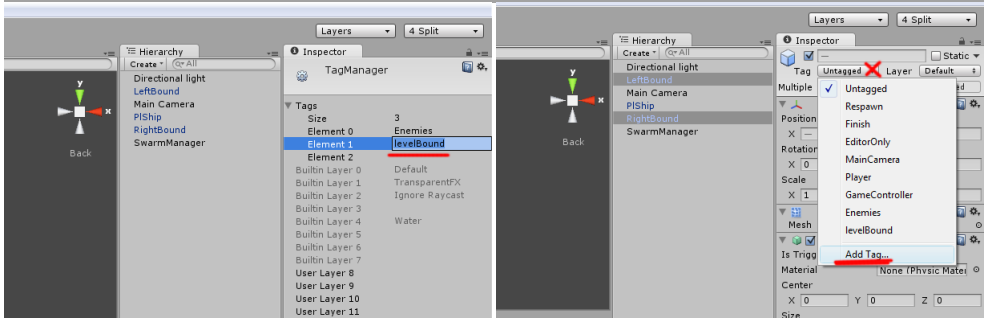
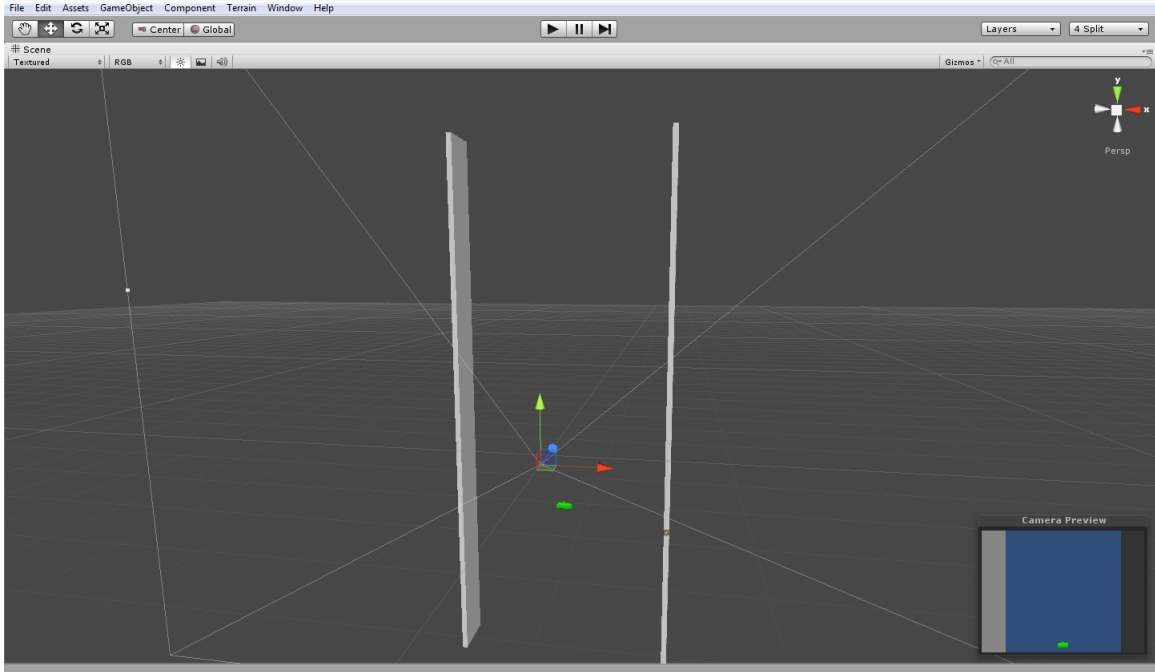
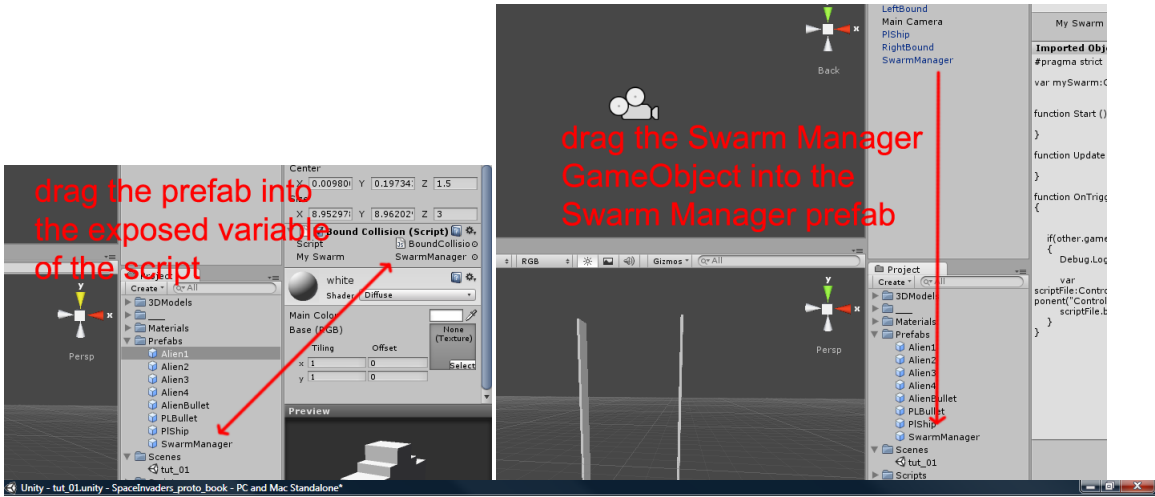


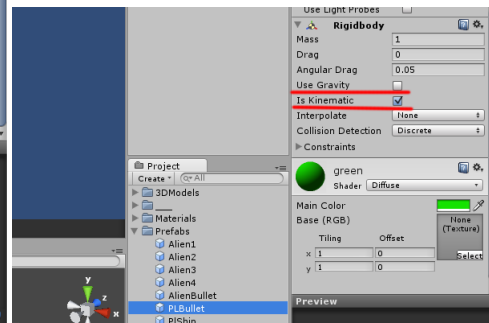
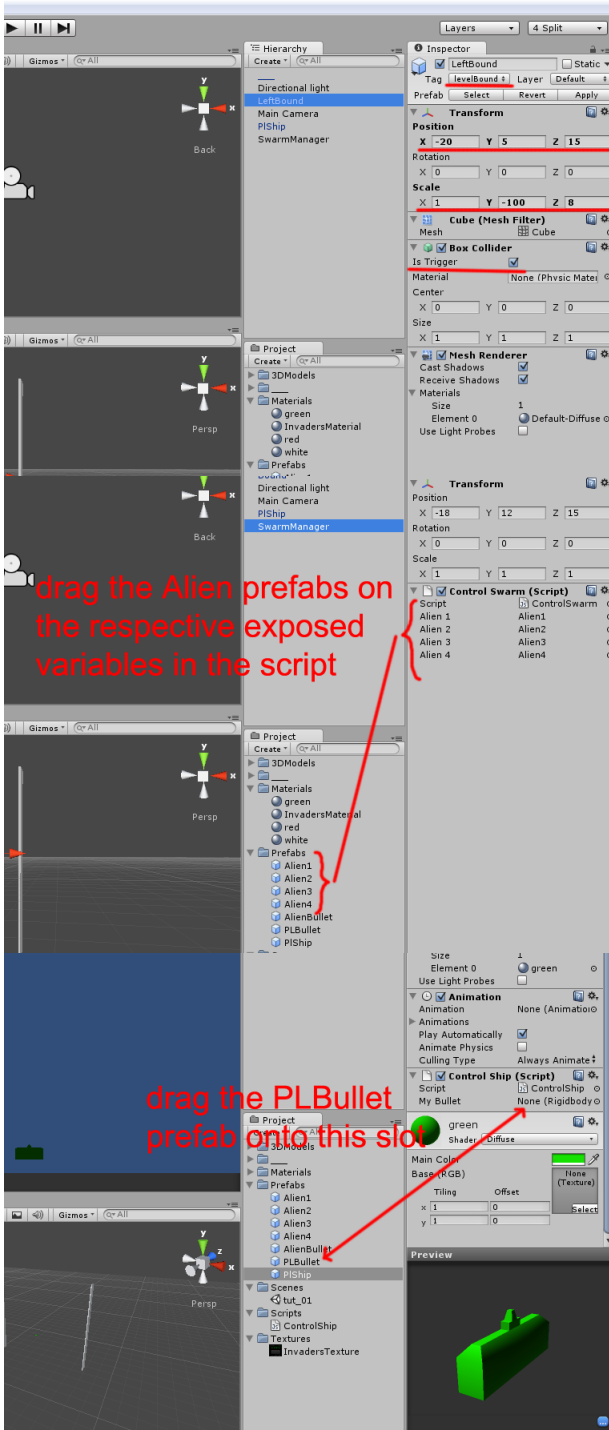
combo: 2

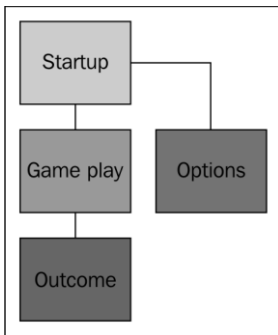
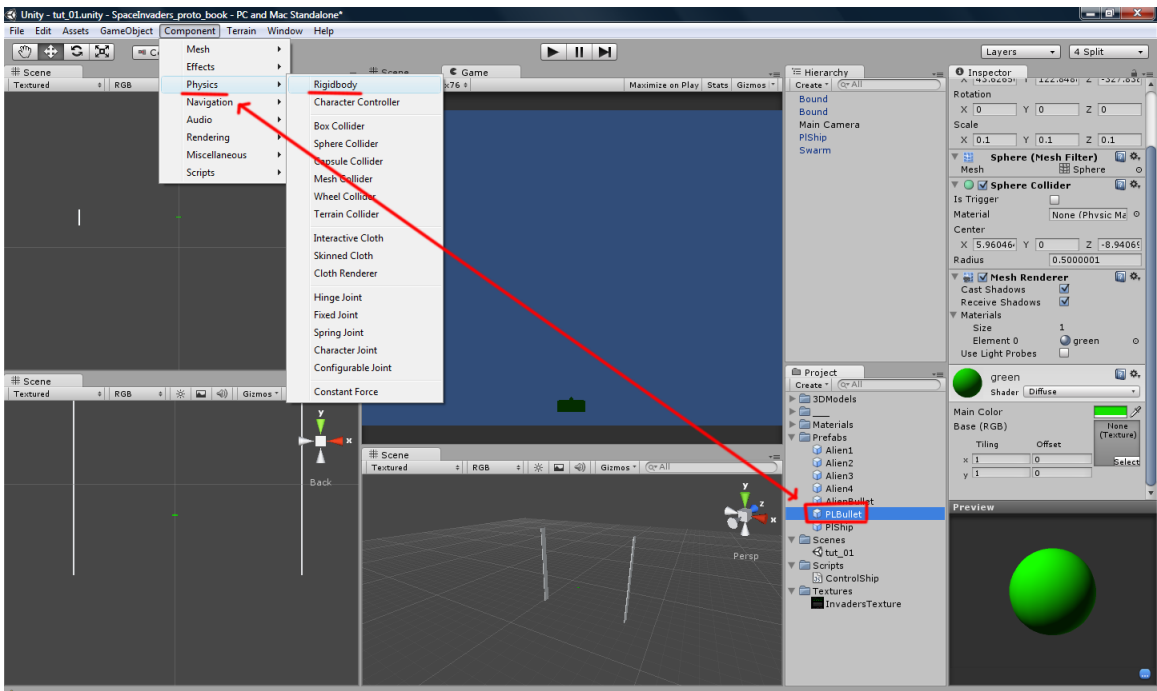


CHAPTER 09

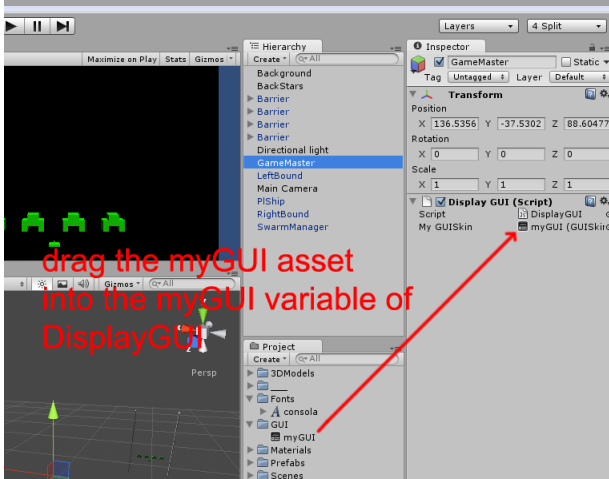
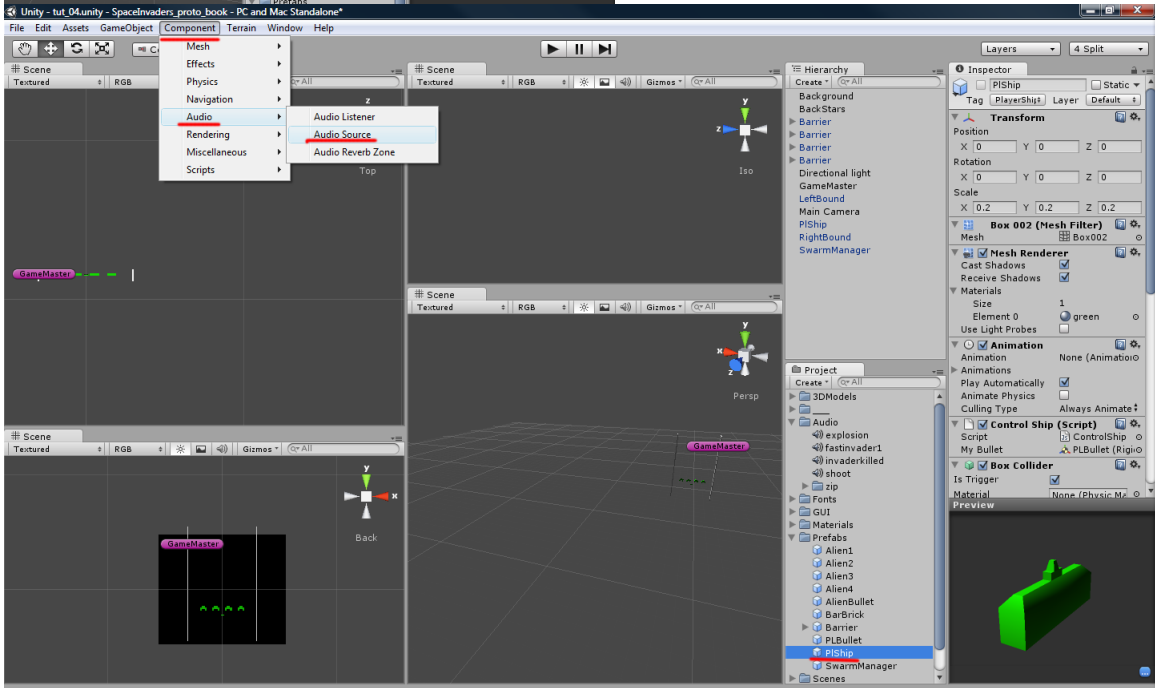
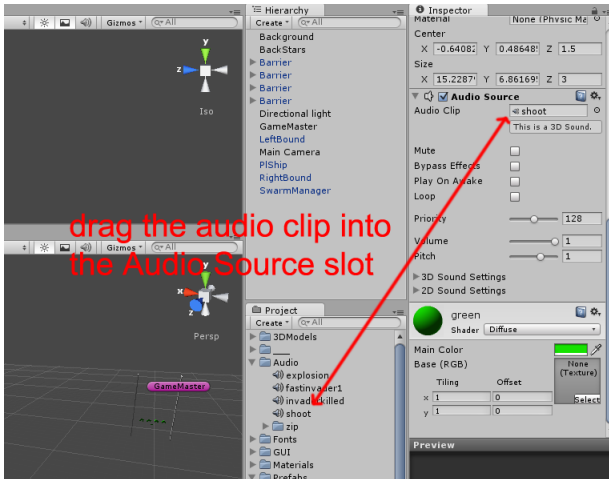


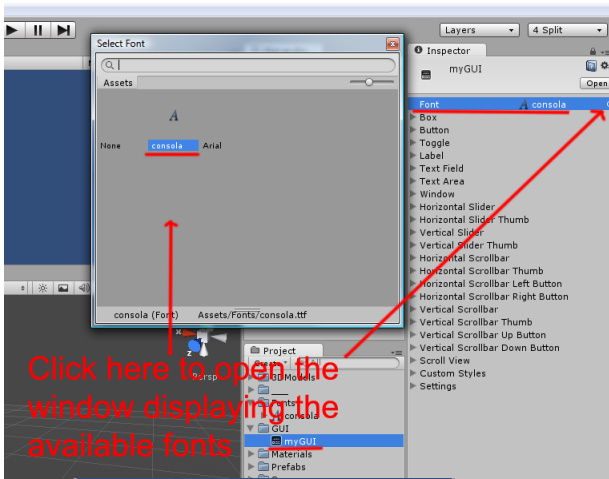




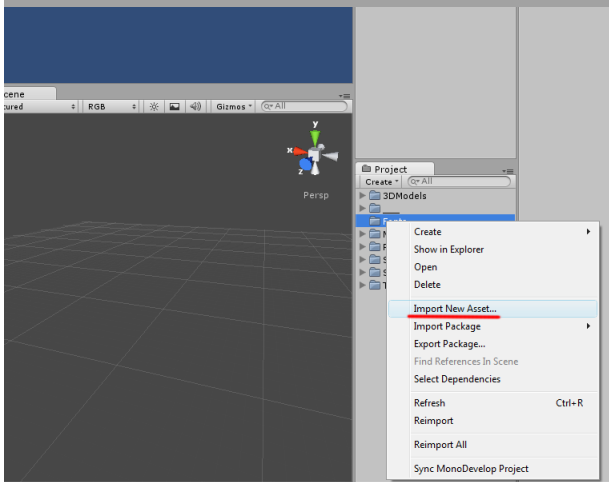
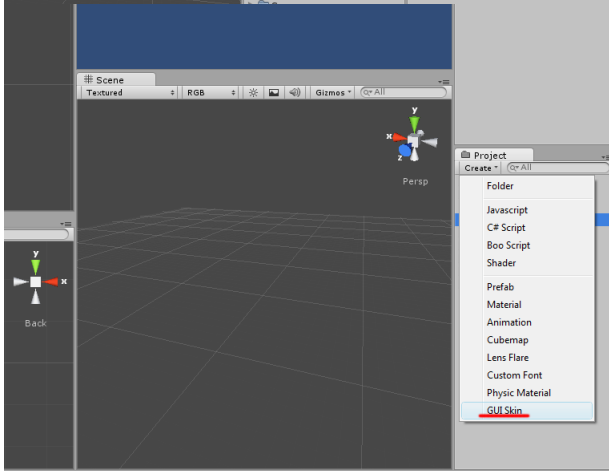


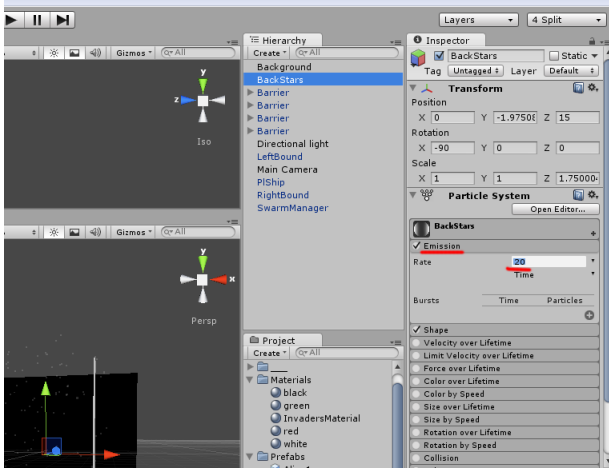
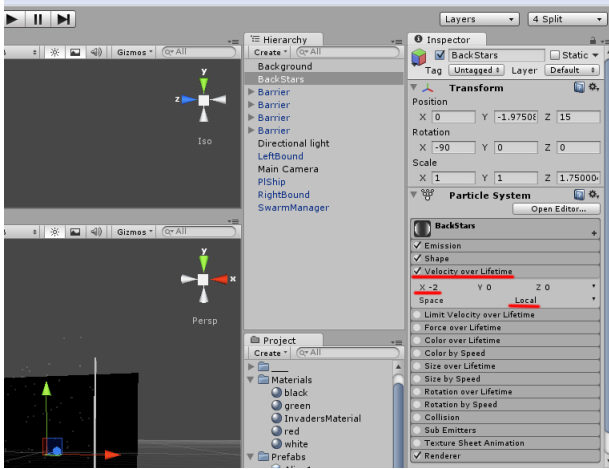
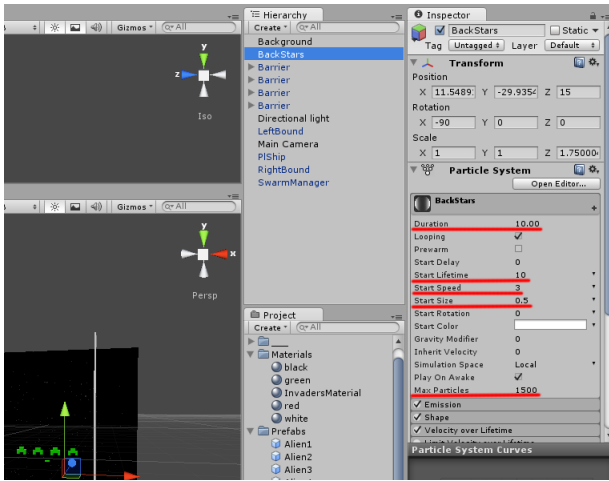
CHAPTER 10

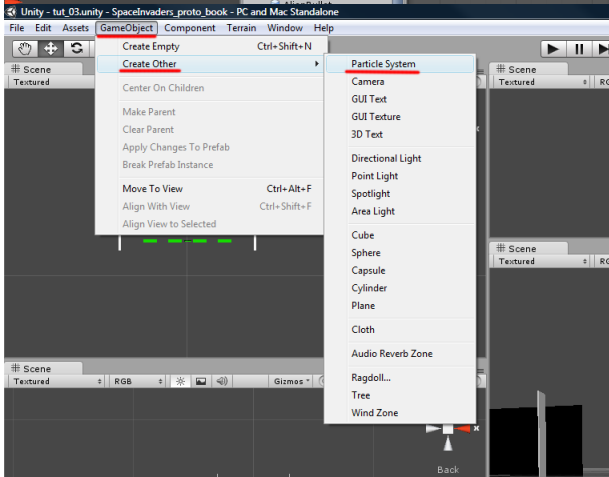
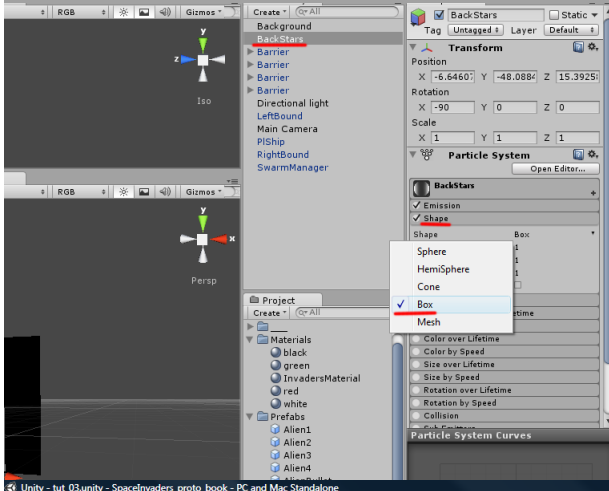
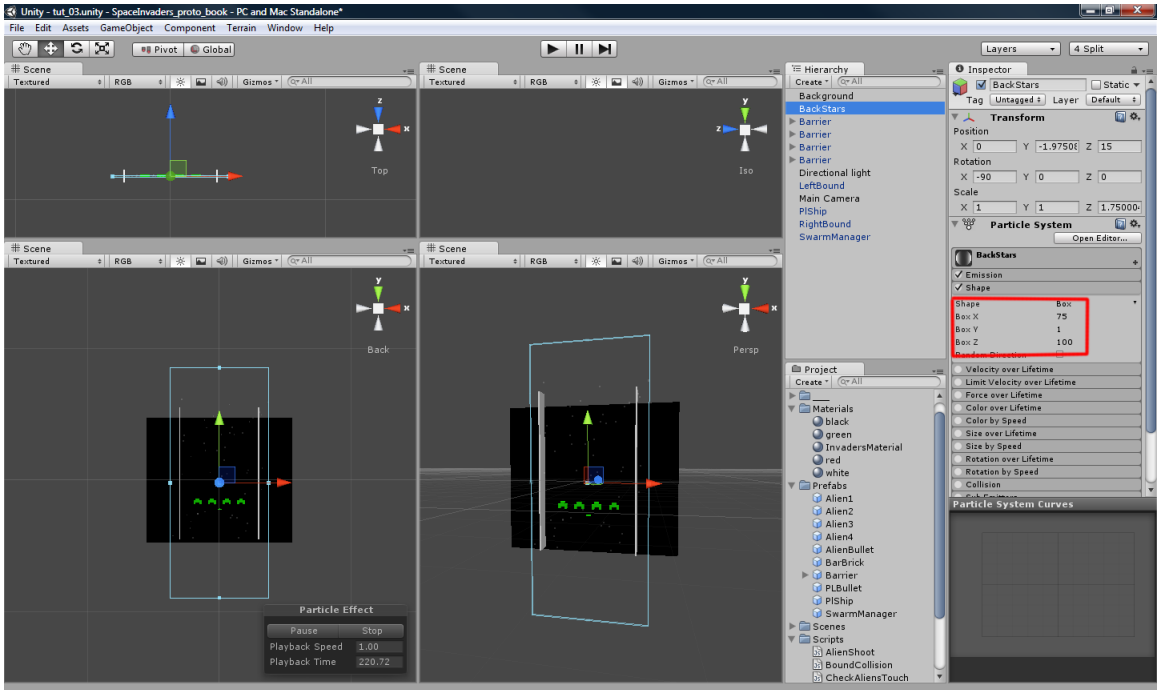


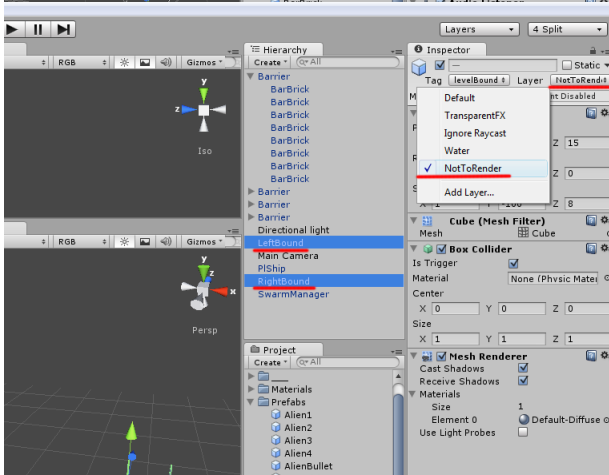
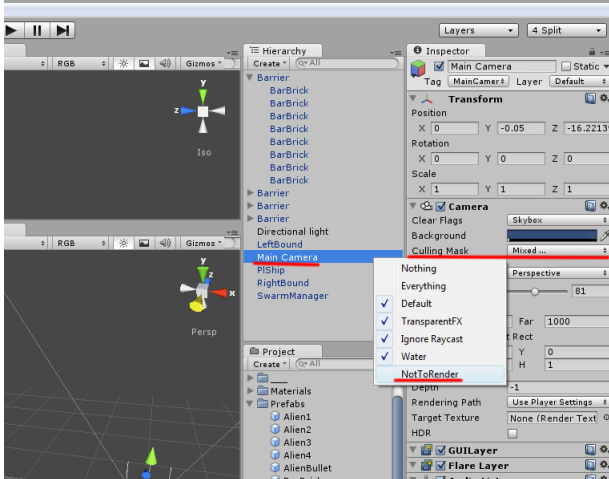
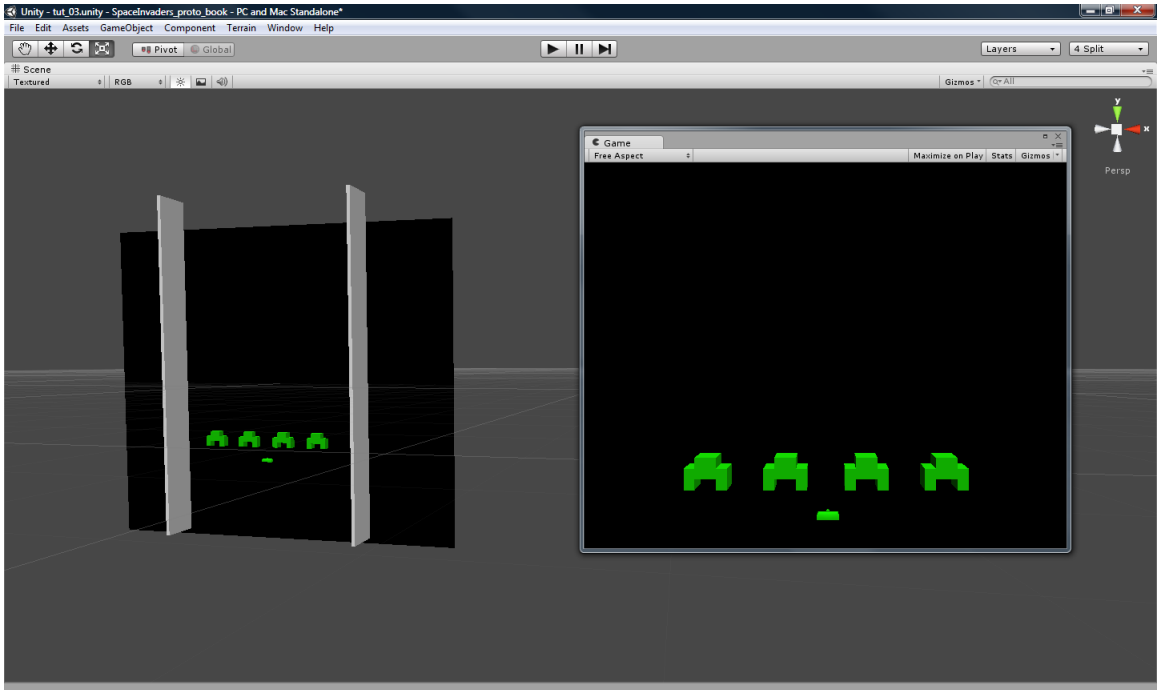


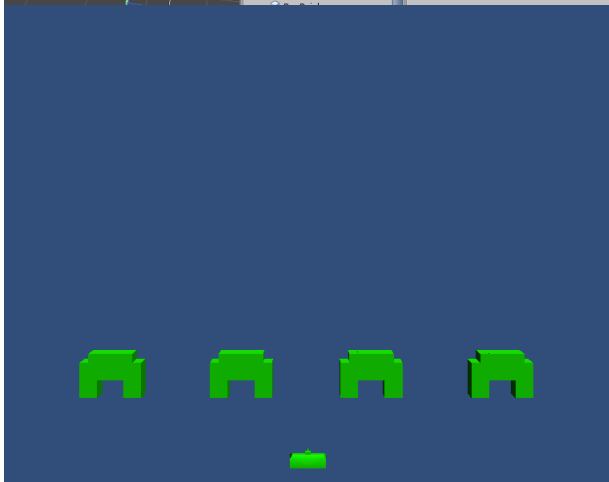
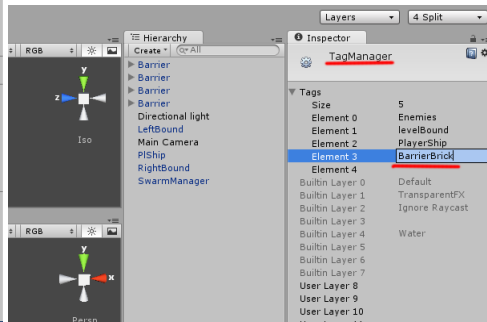
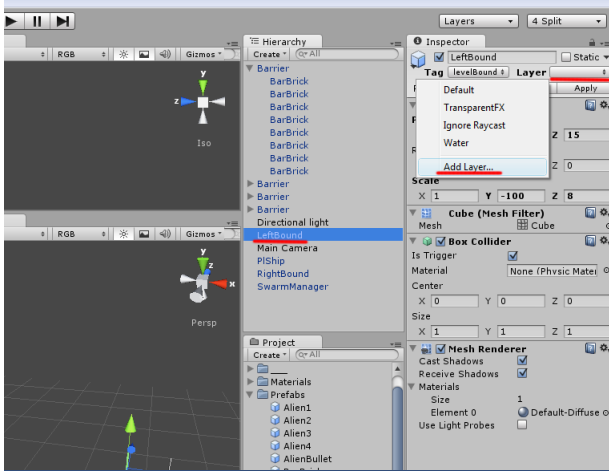
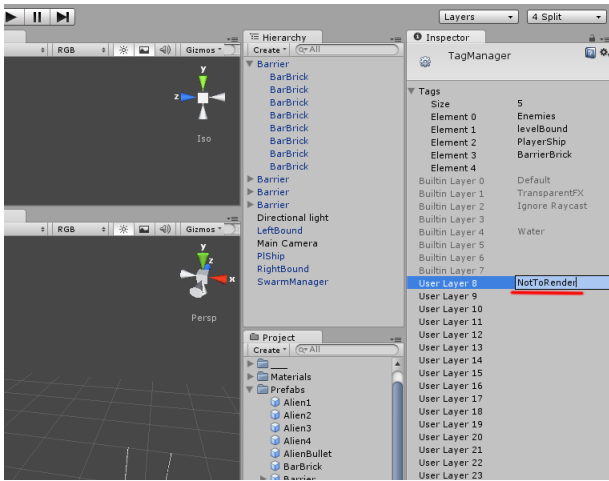
Click here to open the window displaying the available fonts

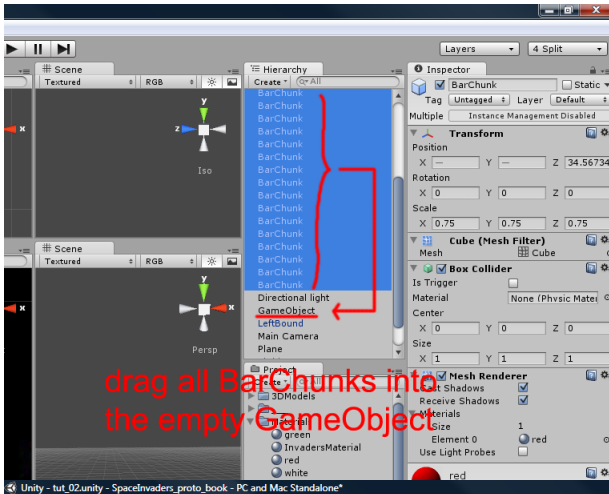




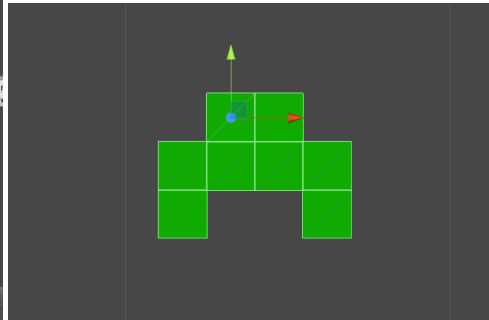
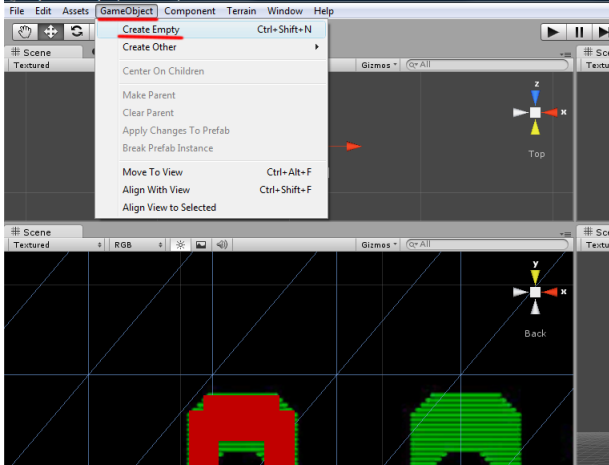




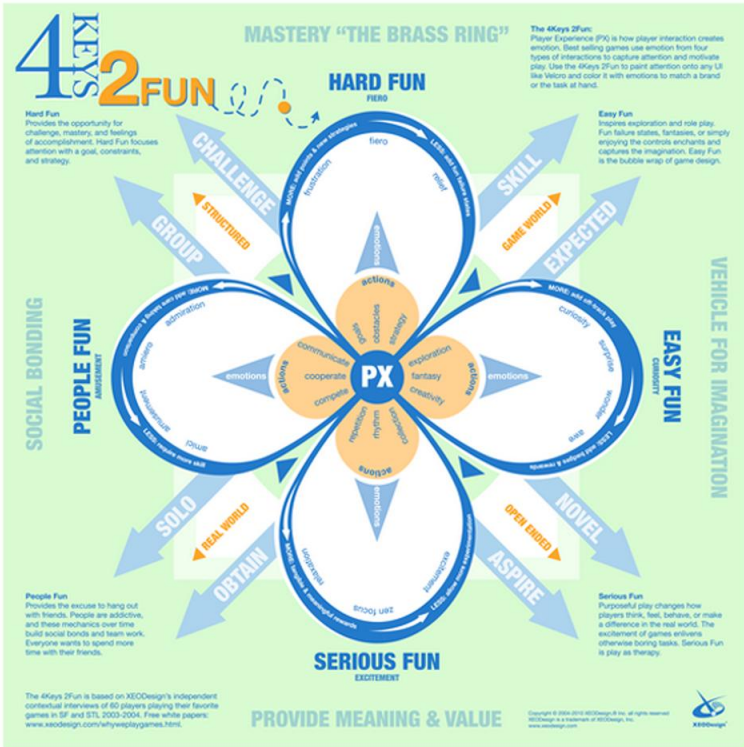




drag all BarChunks into the empty GameObject



CHAPTER 11



\$9bn CONSUMER SPEND
+32% ANNUAL GROWTH
>500M MOBILE PLAYERS
>175M PAYING PLAYERS

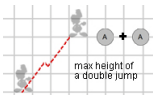
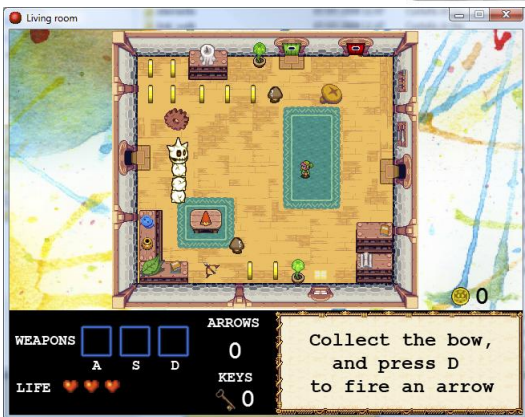
2012

33% OF ALL DOWNLOADS TO SMARTPHONES AND TABLETS WERE GAMES

66% OF ALL MONEY SPENT ON SMARTPHONES AND TABLETS WAS SPENT ON GAMES

*BASED ON US APP STORE DATA IN 44 COUNTRIES & PLAYSTORE DATA OF 17 COUNTRIES





CHAPTER 12



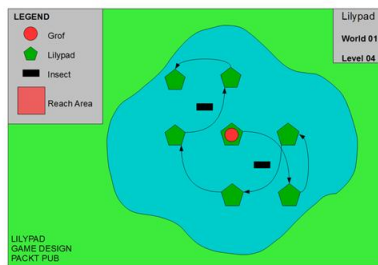
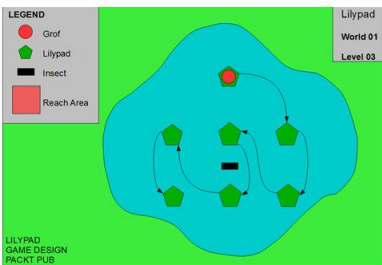
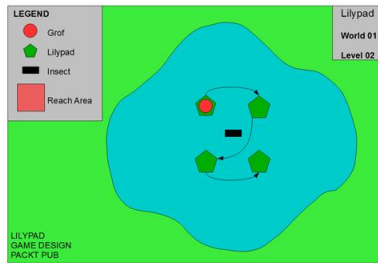
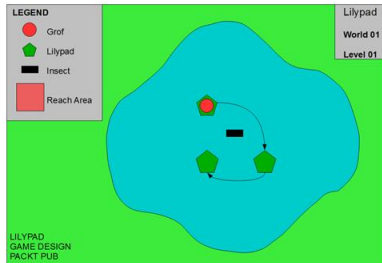
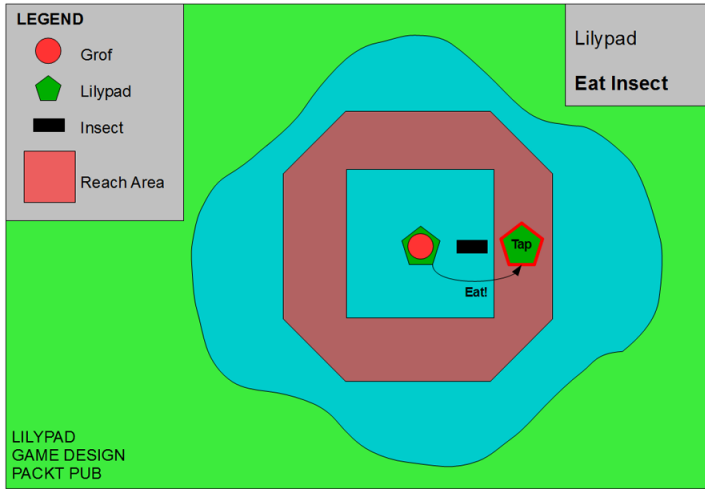
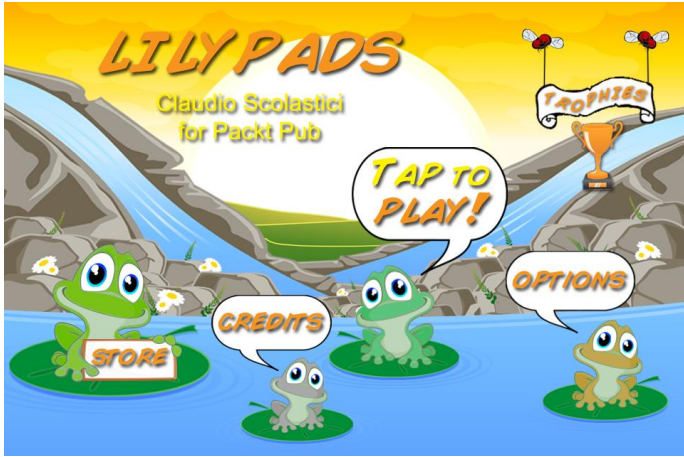
Budget		
Resource Name	Work	Cost
Project Manager	528 hrs	\$13,200.00
Designer	152 hrs	\$3,800.00
Programmer	576 hrs	\$14,400.00
2D Artist	96 hrs	\$2,400.00
3D Artist	80 hrs	\$2,000.00
Sound Engineer	232 hrs	\$5,800.00
Tester	40 hrs	\$1,000.00
Total		\$42,600.00

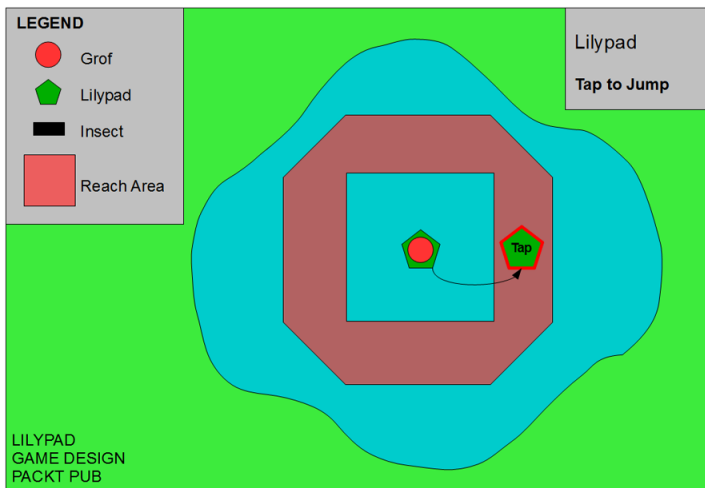
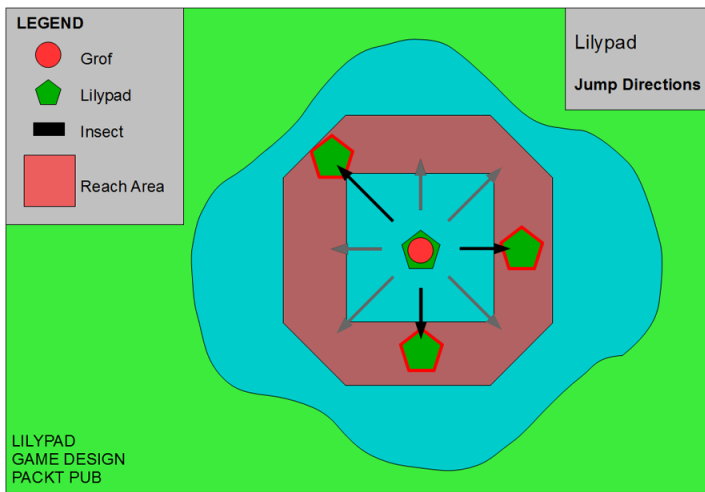
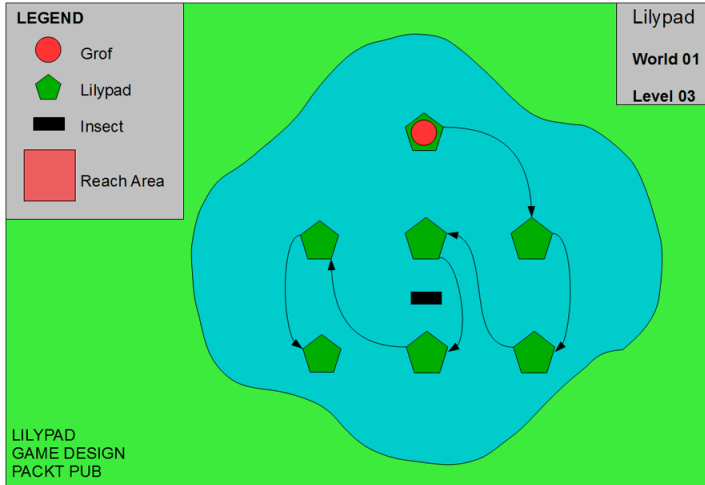
Schedule					
Task Name	Duration	Start	Finish	Predecessors	Resource Names
Design Doc	14 days	Tue 7/2/13	Fri 7/19/13		Designer
Budget	2 days	Mon 7/22/13	Tue 7/23/13	1	Project Manager
Schedule	2 days	Wed 7/24/13	Thu 7/25/13	2	Project Manager
2D art	11 days	Fri 7/26/13	Fri 8/2/13		2D Artist, Project Manager
Main Screen	1 day	Fri 7/26/13	Fri 7/26/13	3	2D Artist
Options Screen	1 day	Mon 7/29/13	Mon 7/29/13	5	2D Artist
Game Play	1 day	Tue 7/30/13	Tue 7/30/13	6	2D Artist
Achievements	1 day	Wed 7/31/13	Wed 7/31/13	7	2D Artist
Shop	1 day	Thu 8/1/13	Thu 8/1/13	8	2D Artist
Credits	1 day	Fri 8/2/13	Fri 8/2/13	9	2D Artist
Grof	1 day	Fri 7/26/13	Fri 7/26/13	3	2D Artist
Libypad	1 day	Mon 7/29/13	Mon 7/29/13	12	2D Artist
Insect	1 day	Tue 7/30/13	Tue 7/30/13	13	2D Artist
Small pond	1 day	Wed 7/31/13	Wed 7/31/13	14	2D Artist
Large pond	1 day	Thu 8/1/13	Thu 8/1/13	15	2D Artist
Sound	10 days	Fri 7/26/13	Thu 8/8/13	3	Sound Engineer, Project Manager
background musics:	1 day/day	Fri 7/26/13	Fri 7/26/13	3	Sound Engineer
Sound FXs	9 days	Mon 7/29/13	Thu 8/8/13	18	Sound Engineer
Grof jumps	1 day	Mon 7/29/13	Mon 7/29/13	18	Sound Engineer
Grof eats	1 day	Tue 7/30/13	Tue 7/30/13	20	Sound Engineer
Level complete	1 day	Wed 7/31/13	Wed 7/31/13	21	Sound Engineer
Level fail	1 day	Thu 8/1/13	Thu 8/1/13	22	Sound Engineer
Illegal move	1 day	Fri 8/2/13	Fri 8/2/13	23	Sound Engineer
back one move	1 day	Mon 8/5/13	Mon 8/5/13	24	Sound Engineer
restart level	1 day	Tue 8/6/13	Tue 8/6/13	25	Sound Engineer
make selection	1 day	Wed 8/7/13	Wed 8/7/13	26	Sound Engineer
back one screen	1 day	Thu 8/8/13	Thu 8/8/13	27	Sound Engineer
Programming	36 days	Fri 7/26/13	Fri 9/13/13	3	Programmer, Project Manager
Main Screen	5 days	Fri 7/26/13	Thu 8/1/13	3	Programmer
Options Screen	5 days	Fri 8/2/13	Thu 8/8/13	30	Programmer
Game Play	15 days	Fri 8/9/13	Thu 8/29/13	31	Programmer
Achievements	5 days	Fri 8/30/13	Thu 9/5/13	32	Programmer
Shop	5 days	Fri 9/6/13	Thu 9/12/13	33	Programmer
Credits	1 day	Fri 9/13/13	Fri 9/13/13	34	Programmer
Testing	5 days	Mon 9/16/13	Fri 9/20/13	29	Tester, Project Manager, Designer

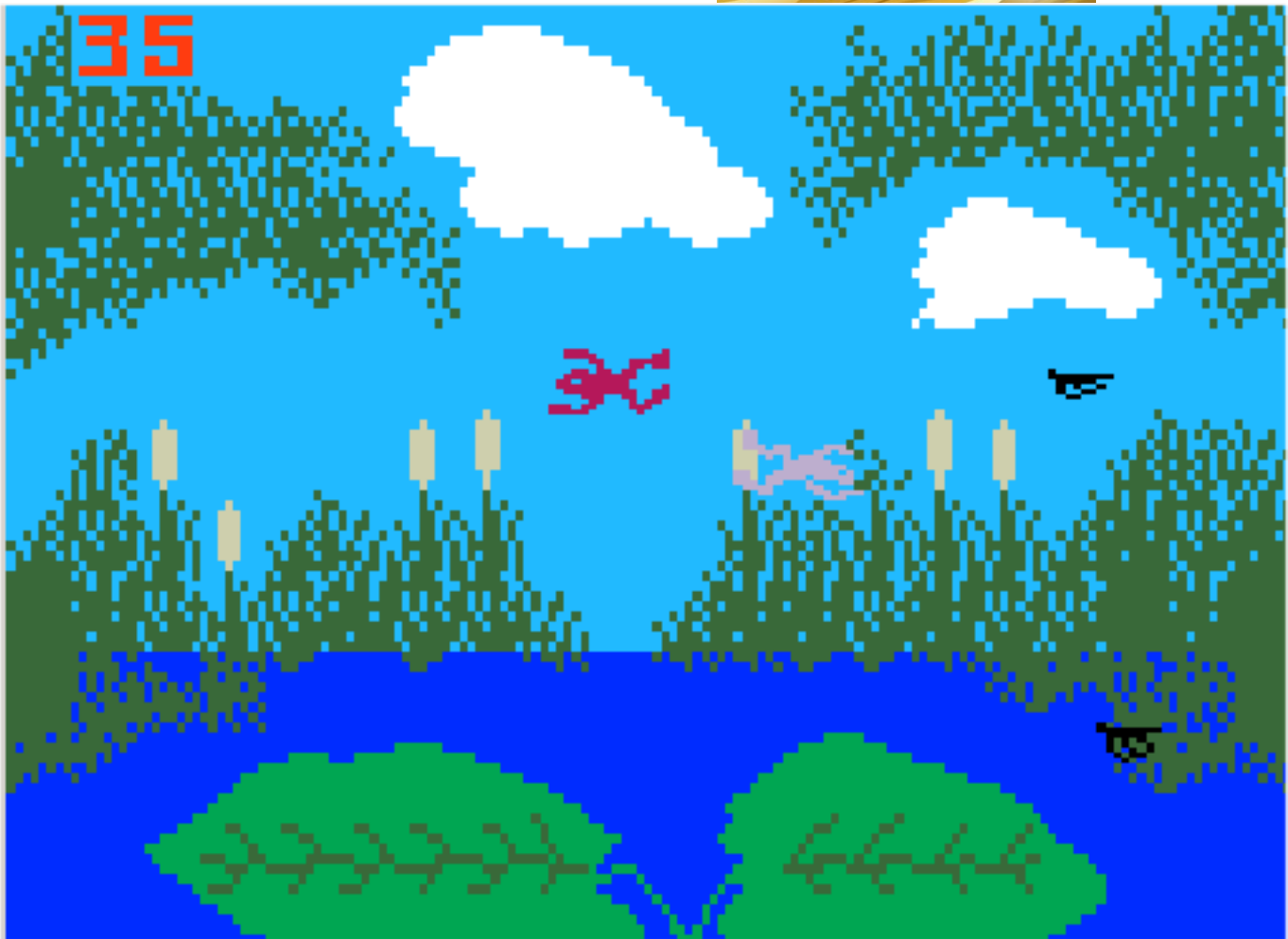
GAME AUDIO			
Background musics			
	World 1		
		Day time	
		Night time	
	World 2		
		Day time	
		Night time	
	World 3		
		Day time	
		Night time	
Sound FX			
	Gameplay		
		Grof	
			Idle
			Jump
			Eat
			Type 1
			Type 2
			Level complete
			Level fail
			Illegal move
			Redo one move
			Restart level
	Player		
		Tap lilypad	
User Interface			
		Make selection	
		Go back	
		Quit	

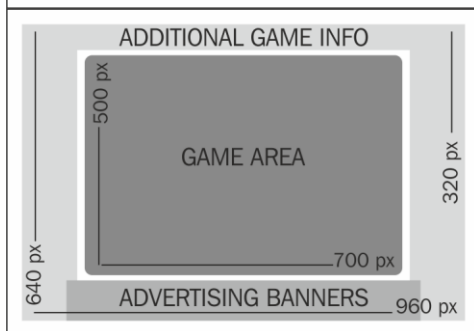
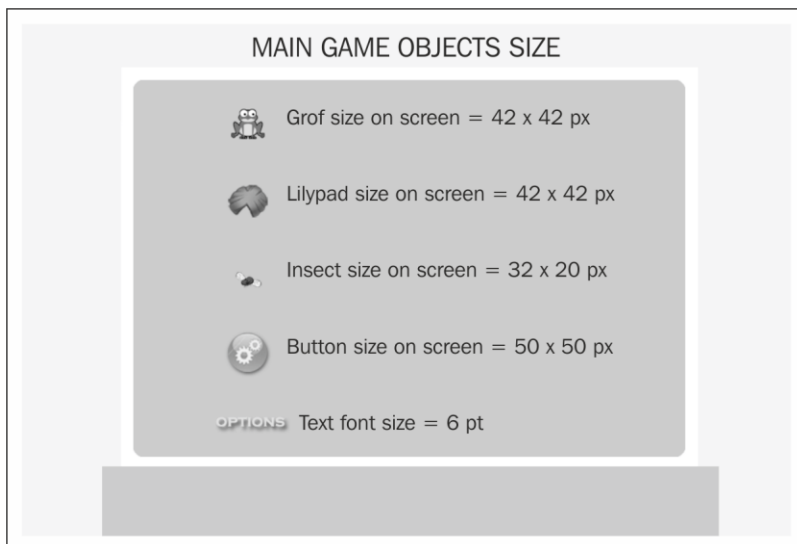
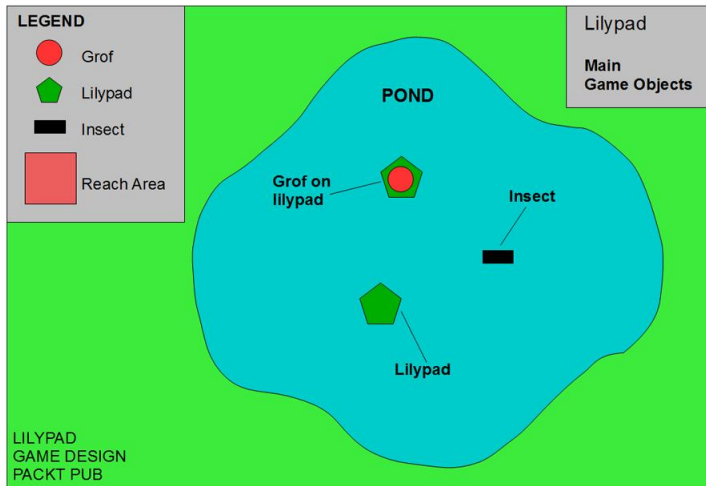
GAME GRAPHICS			
2D			
	Backgrounds		
		World 1	
			Daylight
			Night time
		World 2	
			Daylight
			Night time
		World 3	
			Daylight
			Night time
	Sprites		
		Grof	
			Skin 1
			Skin 2
			Skin 3
		Lilypads	
			Type 1
			Type 2
			Type 3
		Insects	
			Type 1
			Type 2
	GUI		
		Buttons	
		Text	
		Animations	
	Animations		
		Grof	
			Jump 8 directions
			Eat 8 directions
			Idle
			Level complete good
			Level complete excellent
			Level failed
		Insects	
			Idle

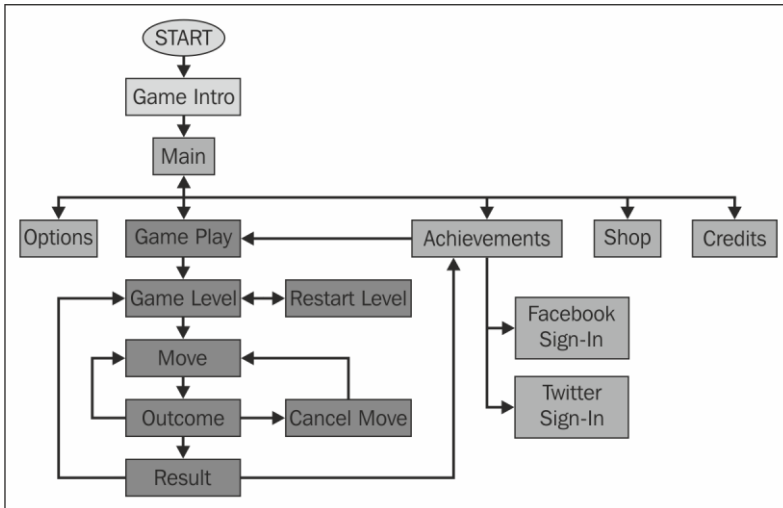












Main	
	<ul style="list-style-type: none"> * Play * Go To Shop * Access Options * Check Leaderboards and Achievements * Watch Credits * Quit Game
Game Play	
	<ul style="list-style-type: none"> * Pause\Resume * Redo Last: Move * Show Suggested Move * Restart Level * Quit Current Level
Options	
	<ul style="list-style-type: none"> * Toggle SFX * Toggle Music * Change Difficulty Settings * Back
Achievements	
	<ul style="list-style-type: none"> * Sign In <ul style="list-style-type: none"> * Facebook * Twitter * Upload Score * Challenge Friends * Back
Shop	
	<ul style="list-style-type: none"> * Buy Contents <ul style="list-style-type: none"> * Categories * Buy Virtual Credits * Back
Credits	
	<ul style="list-style-type: none"> * Back

