VGS GAMEDEV WORKSHOPS

WEEK 3:

Programming Continued: Implementing Pong

Designing with Visuals and Audio

these slides and additional notes are available at drewwallacegames.com/vgsworkshops.html

Previously:

Week 1: Rules / Play / Culture
Week 2: p5.js / Processing; Meaningful Play

Pong

https://www.youtube.com/watch?v=it0sf4CMDeM

Pong
(code at drewwallacegames.com/vgsworkshops.html)

- update-draw loop
- collision detection (ball-paddle)
- state management (scorekeeping, resetting after score)
- ui (score display)

VISUALS AND AUDIO

“‘code’ + ‘asset’ is an *irreducible* blend, treating them separately has bad design pitfalls” – Douglas Wilson (JS Joust, RMIT)

Which of these is harder?

Game Feel and Juice

Game Feel: How it “feels” to interact with a game, based on input device, response to input (visuals, audio, rumble, rules), and so on.
(recommended reading: Game Feel by Steve Swink)

Juice: A common variety of game feel based on maximizing the game’s response to a player’s actions

https://www.youtube.com/watch?v=sXH0oPoeMHE

https://www.youtube.com/watch?v=uj0pNGvfF_8

https://www.youtube.com/watch?v=Fy0aCDmgnxg