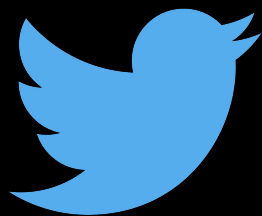


# Game Design & Development II

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2018

# Welcome, Introduction, Organisational Issues



#TUGameDev

# Course Team

**Christian Gütl, Johanna Pirker, Phil Gosch**

Consultation Hours:

- After the lectures
- Appointment by email

# Contact

- Email: [gdd@iicm.edu](mailto:gdd@iicm.edu)
- Website: <http://gamelabgraz.com/gdd/gdd2-2018/>
- Newsgroup: tu-graz.lv.gamedev

# Grading

Maximum of 100 points per person!

- 100 – 90 P: very good
- 89 – 78 P: good
- 77 – 66 P: satisfactory
- 65 – 51 P: sufficient
- < 51P: fail

# Grading: Home Assignments

## Individual/Home Assignments:

- 10P Assignment 1
- 10P Assignment 2
- 20P Assignment 3

# Grading: Group Assignment

## Group Assignment:

- 60 Points
  - Game with Special Devices & AI
  - QA Feedback
  - Design Document
  - Video + Presentation & Exhibition

# Groups

Form groups of 4-5 people!

- Send registration to [jpirker@iicm.edu](mailto:jpirker@iicm.edu) with subject “[GDD2] Registration”
- Deadline: **28/03 23:59**
- Use the newsgroup to find groups.



Topic

VR + AI

Virtual Reality & Artificial Intelligence

# Topic 2018

Create a VR game/experience featuring an AI-controlled companion (eg a pet, NPC, robot, etc.) which reacts to the players behaviour.

AI in this case refers to “AI in games”: FSM, Behaviour Trees, Pathfinding, Dynamic Dialog Trees etc.

**Special rule:** Research and implement techniques for reducing VR sickness!

# Devices

- HTC Vive
- Oculus Rift
- Acer Mixed VR
- Cardboard (Smartphone)

# Schedule

First prototype deadline: 4th of May

First test feedback deadline: 11th of May

Final presentations and exhibitions at GameDev Days 2018!  
(Alternative Deadline: 9th of June)

Detailed schedule: <http://gamelabgraz.com/gdd2-2018/>

# Questions?

[gdd@iicm.edu](mailto:gdd@iicm.edu)

# Blender4Engineers



## Course dates and Info

Sign in at : [tinyurl.com/blender4engineers](http://tinyurl.com/blender4engineers)  
[gamelabgraz.com/blender4engineers](http://gamelabgraz.com/blender4engineers)

Bring your laptop and a wheel mouse  
Develop basic and advanced skills in 3d modeling  
Optimize for real time graphics  
Learn about physically based rendering  
Animate your creations  
Export to popular game engines (Unity/Ue4/Godot)



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