

What have we learned thus far?

CMPUT 299
Fall 2005
Tuesday, January 31

NWN Lab Module

- How did you pass the module?
- Narrative structure?
- Why is it fun?
- Why is it good/bad?
- Is it realistic?
- How does it fit within genre?
- How would you script it?

Overview

- Announcements
 - Design Document next Thursday
 - Meet with producer beforehand
 - BioWare internships (CS only)
 - Lab this week/lab exam
- NWN Module Discussion
- Computation

Simple Intro to Computation

- Are there limits to what computers can do?
 - Now?
 - In the future?
- Do we need faster computers for better games?
- How does a computer work?

Basics of Computation

- In order to describe computation we need:
 - State(s)
 - Actions/Instructions
- Also need to know associated costs

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State

- Description of the current world
 - What characters are there?
 - Where are they located?
 - What are they carrying?
 - What else?
- How many possible states are there?

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Actions/Instructions

- Instructions on how to run the world
 - How does the state of the world change?
 - Input State
 - Action
 - Output state
 - What actions are available?
 - Add/subtract (math), compare (logic)

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NWN / ScriptEase

- What actions are available?

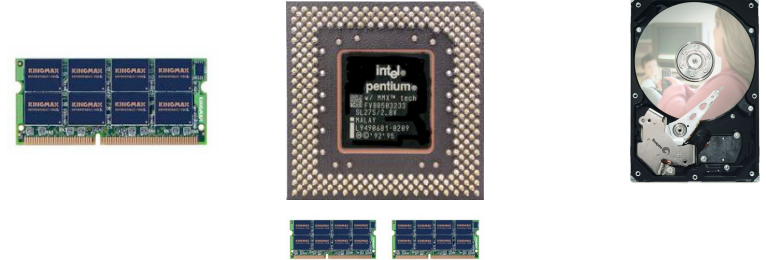
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The Great Escape

- Lab assignment this week:
 - Create a small (4x4) area
 - Player is trapped in part of area
 - Must escape to different part of the area

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States and Action Cost



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Game Post-Mortem

- Will do a series of game post-mortems throughout class
 - Help us look at games more critically
 - Provide working examples for concepts covered in lectures

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Katamari Damacy



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Katamari Damacy

- What went right
 - Researching scale
 - No powerups
 - Controlling the rolling
 - Peaceful, easy feeling
 - Audible Excellence



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Katamari Damacy

- What went wrong
 - Tipping the scale
 - Falling apart
 - The camera and the queasy
 - Not getting oblong
 - Time limits

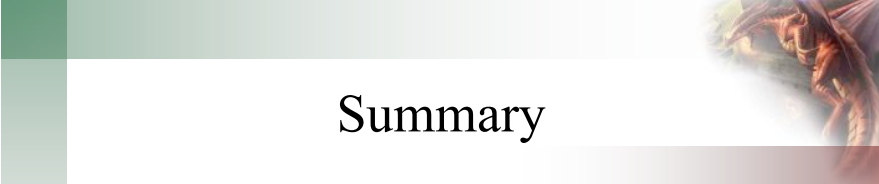


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Katamari Damacy

- Is the game revolutionary or evolutionary?
- What is the world state in Katamari Damacy?
- What is the narrative structure?

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Summary

- Evaluated NWN module
- Computers role in games
 - Games defined by states and actions
 - Cost for each of these defines current technology
- Katamari Damacy post-mortem