

چطور به عنوان برنامه‌نویس می‌تونم بازی بسازم؟

ارائه دهنده: منصور جوادی

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- **How many game types are there based on production vision?**
 - **Difficulty**
 - Hard-core
 - Core
 - Casual
 - Hyper-casual
 - **Size**
 - Solo Indie
 - Indie
 - AAA
 - **Type**
 - Endless
 - User-generated

- **Why do I want to be a game developer?**

- **Passion to ...**

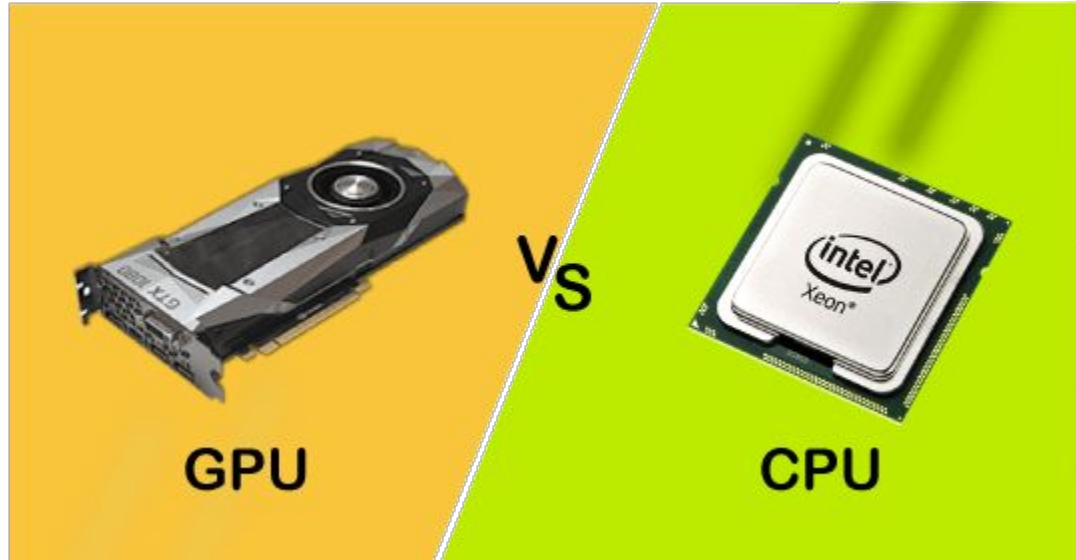
- Games
- Money
- Technology
- Others

- **Project**

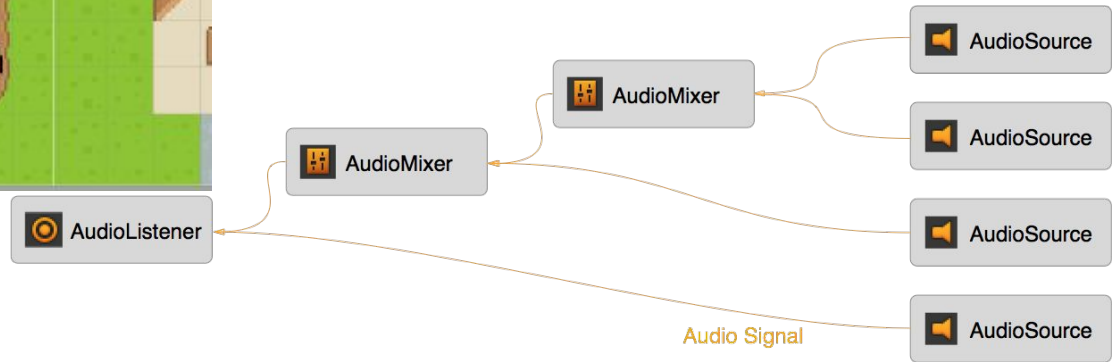
- **Technologies**

- **Native Technologies**
- **Cross platform toolkits**
 - **Runtimes**
 - JRE
 - Flash Player
 - ...
 - **Hybrids**
 - Cordova
 - React Native
 - ...

- What do the Game-SDKs doing?
 - GPU accelerator for 3D/2D environments



- What do the Game-SDKs doing?
 - Video Player / Audio Player + Mixer



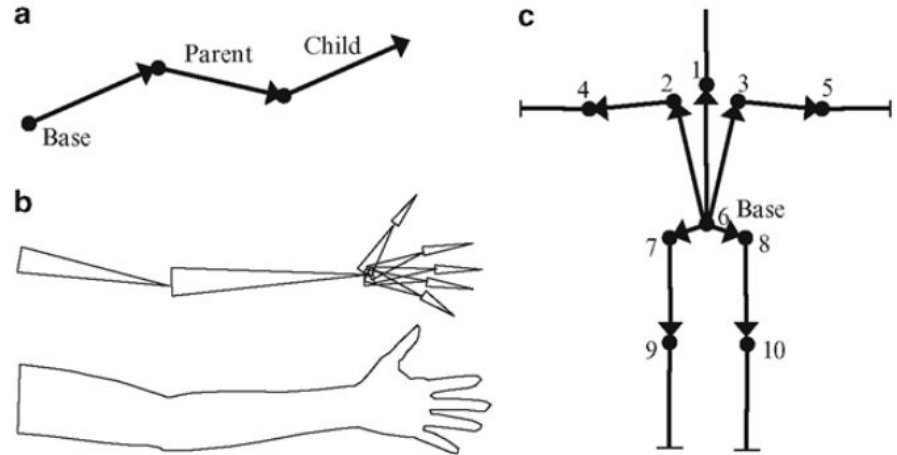
• What do the Game-SDKs doing? (Animation)

• Pre-rendered



**Animation Studios
Texture Packers**

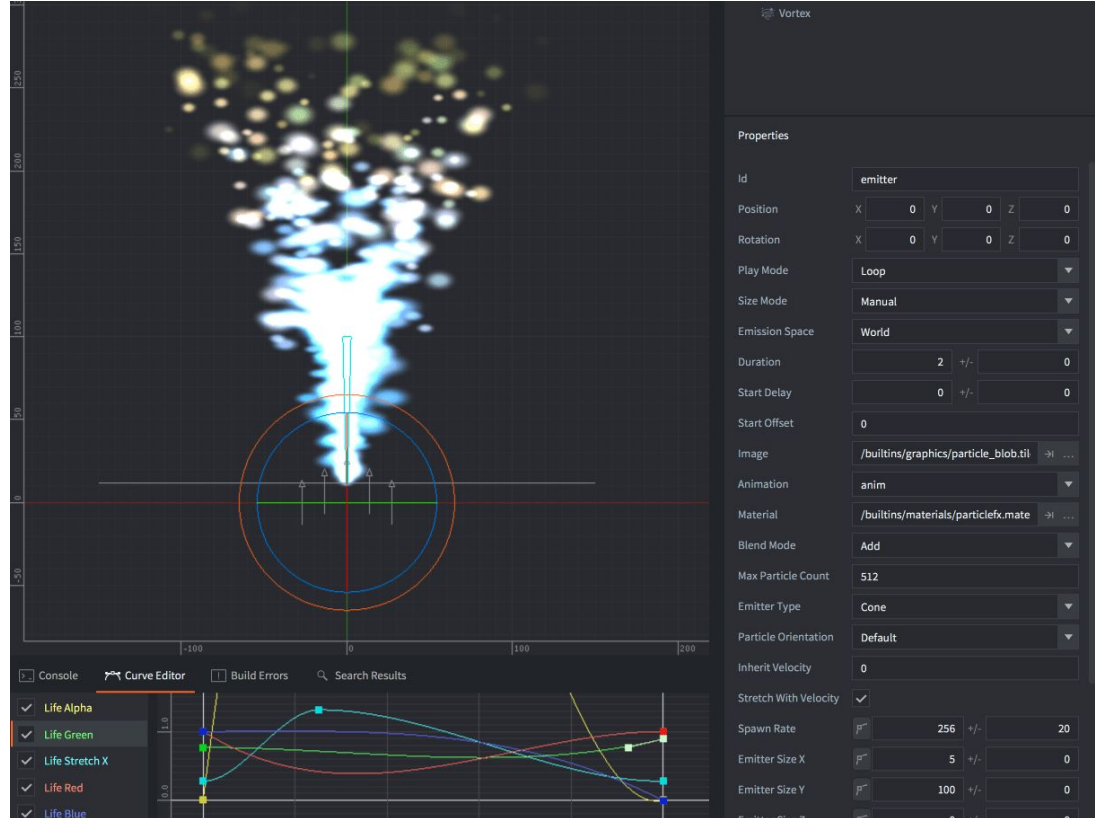
Skeletal



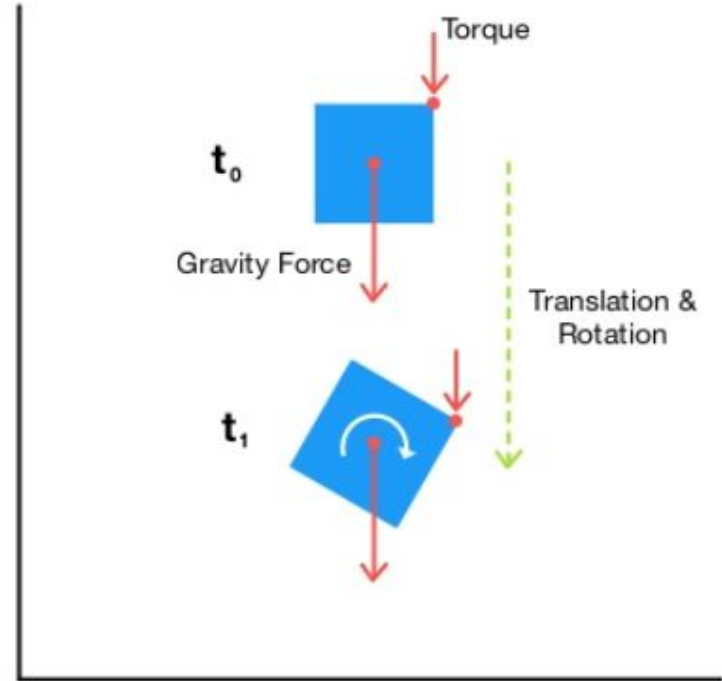
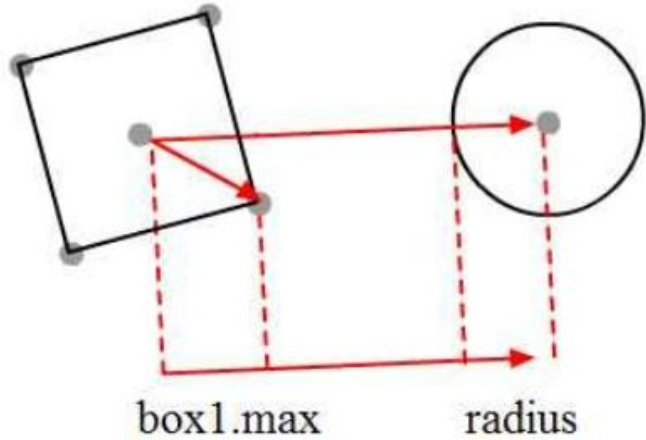
**Animation Studios
Spine, Dragon Bones, Rive**

- What do the
- Game-SDKs doing?

- Particle system



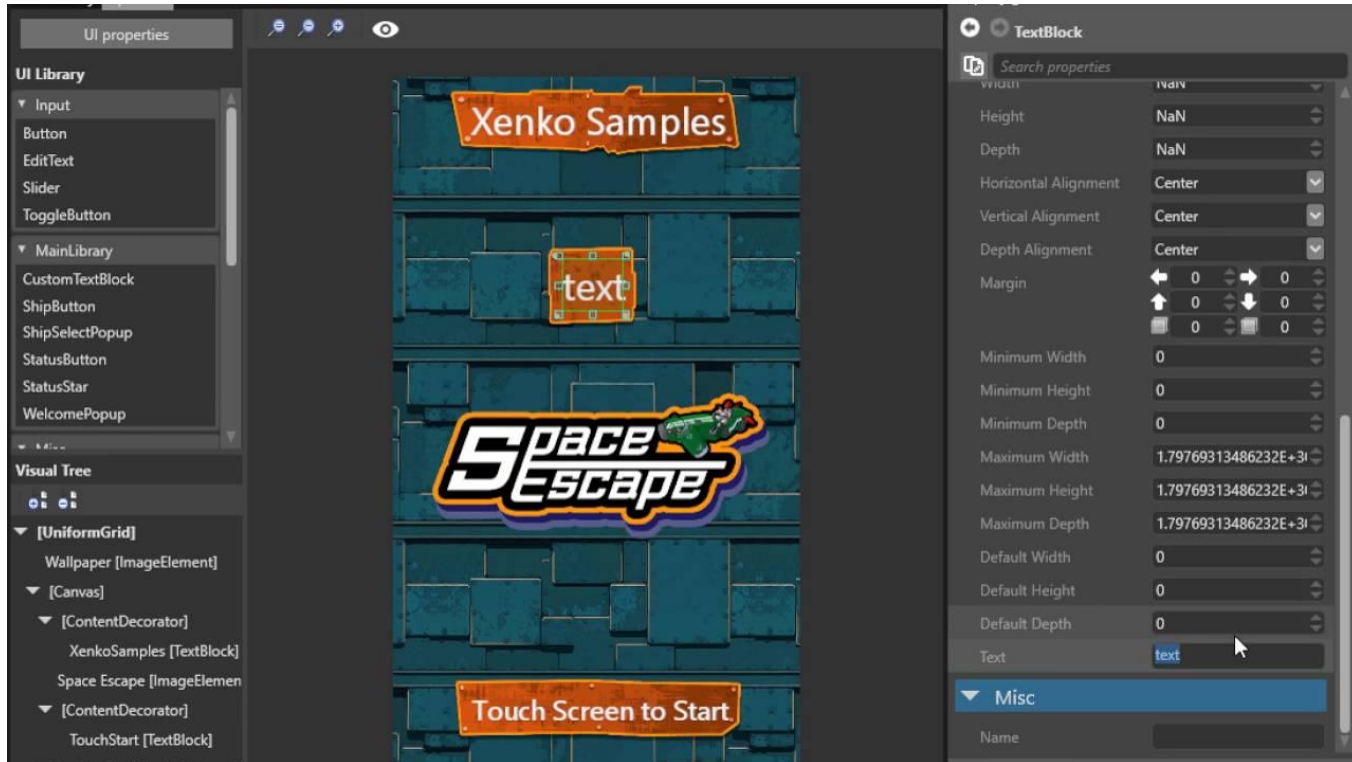
- What do the Game-SDKs doing? (Physics)



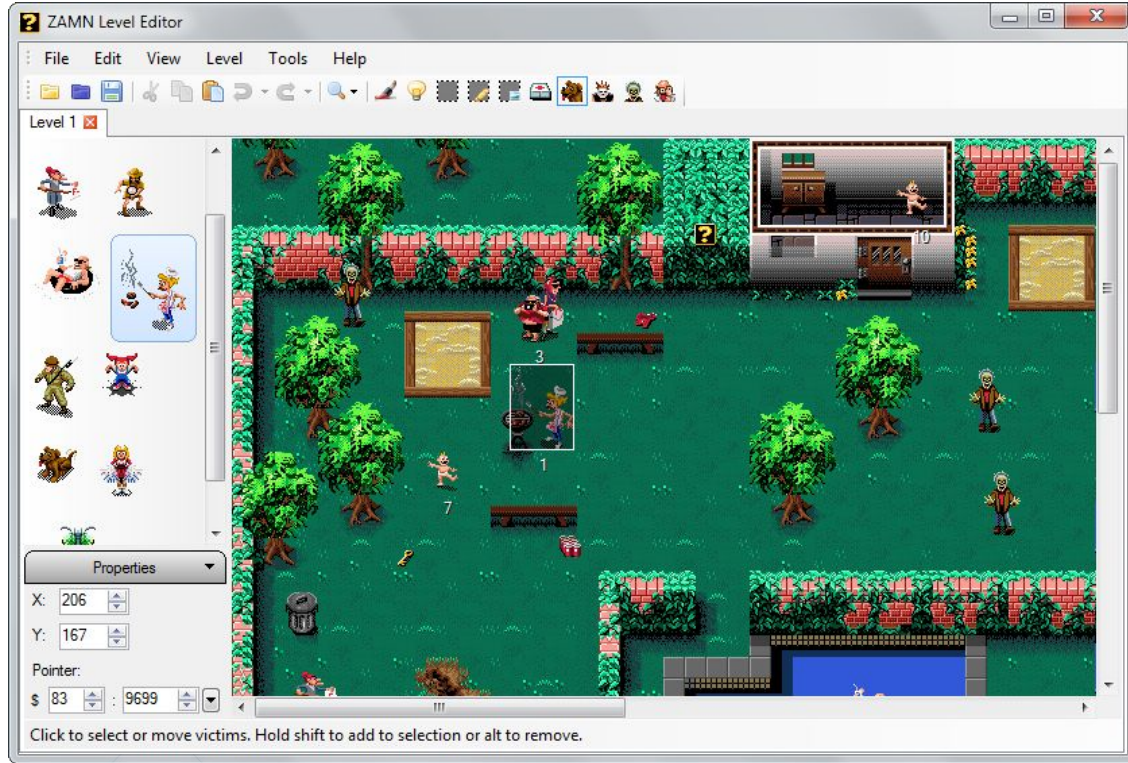
- What do the Game-SDKs doing? (Code Editor)



• What do the Game-SDKs doing? (UI Editor)



- What do the Game-SDKs doing? (Level Editor)



- What do the Game-SDKs doing? (Shader Editor)



- **Community**

- **Team working**
- **Troubleshooting**
- **3rd Party SDK Integration**

- **Business Models :**

- **Monetization Methods:**

- **Revenue Models:**

- **Ads**
- **Purchase**
- **In-app purchase**
- **Subscription (Game pass)**
- **Partnership**



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- **Why do I want to be a game developer?**
- **Technologies**
 - **Native Technologies**
 - **Cross-platform toolkits**
- **What do the Game-SDKs doing?**
 - **GPU accelerator for 3D/2D environments**
 - **Video/Audio + Mixer**
 - **Animation (Spritesheets + Skeleton)**
 - **Physics (DOT / OOP)**
 - **Editors (Code, UI, Level, Shader)**
 - **Community (Troubleshooting + 3rd Party SDK Integration, Team working)**
- **Business Models:**
 - **Purchase**
 - **In-app purchase**
 - **Subscription (Game pass)**
 - **Ads**
 - **Partnership**