



Introdução ao Desenvolvimento de Jogos Digitais

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Sumário

Plataformas

Categorização

- Intervalo de tempo

- Modos de jogo

- Gêneros

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Desenvolvimento Indie

Jogos 2D

Desenvolvimento de Jogos no Ceará

Plataformas

Arcade (Fliperama)







Consoles



Nintendo®

SONY



Microsoft

Portáteis

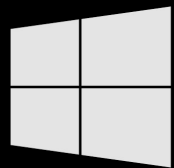


Nintendo®



SONY

Dispositivos Móveis



Windows Phone

Computador

Categorização

Intervalo de tempo



Baseado em turnos



Tempo real

Tempo
Limitado

Modos de jogo



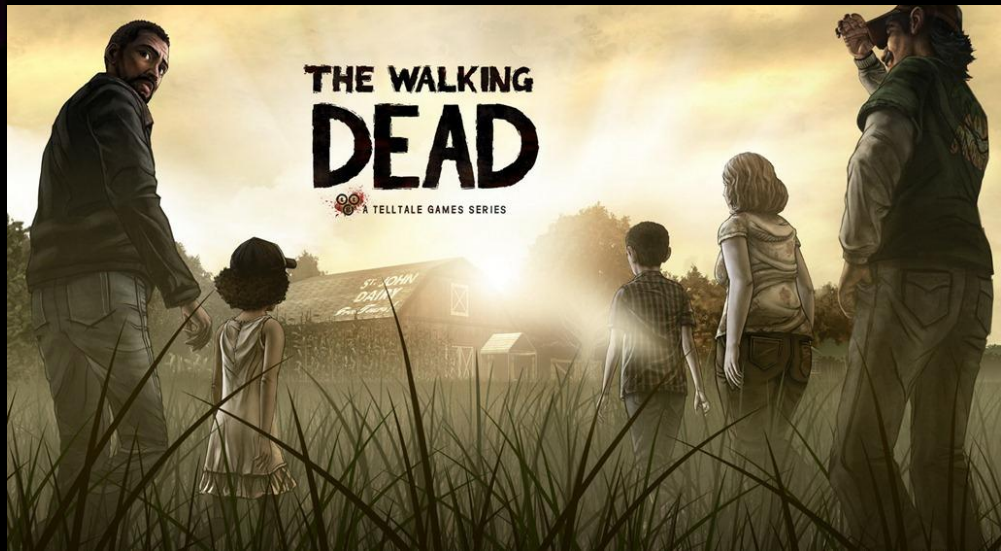
Gêneros



Ação



Aventura





Estratégia





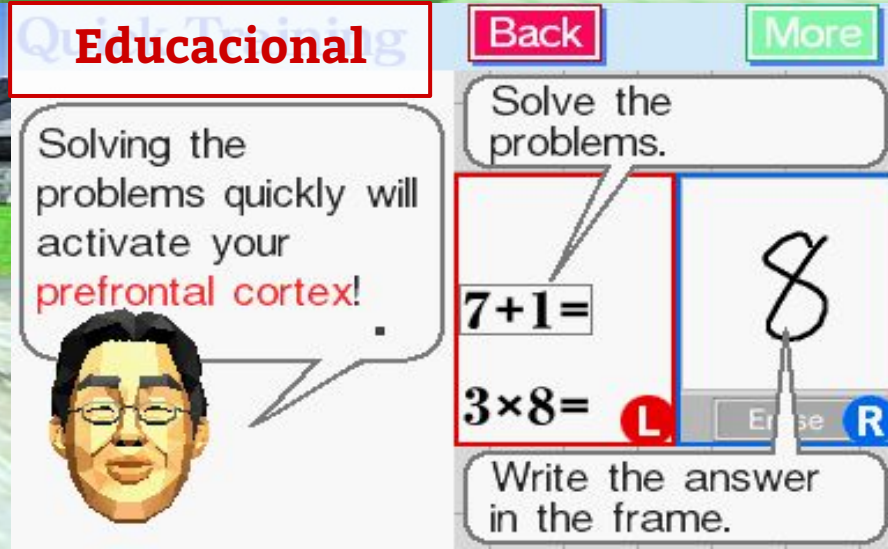
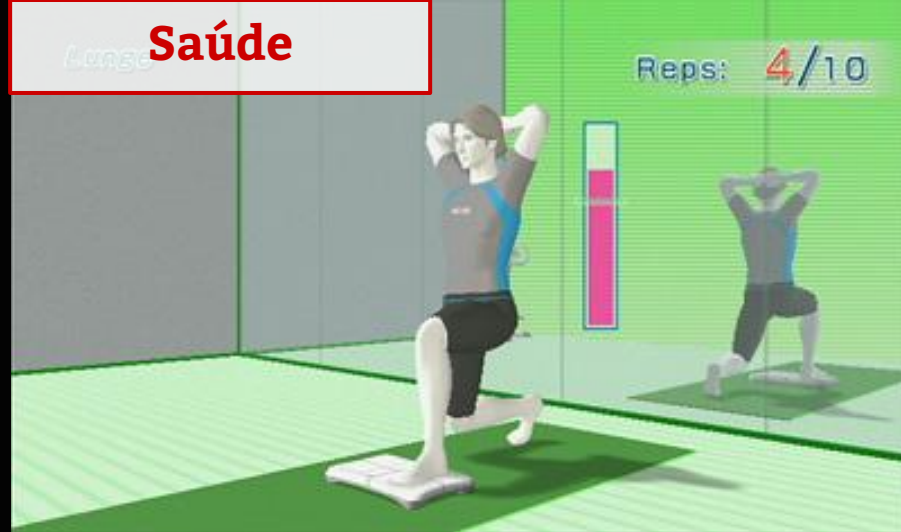
Action RPG

RPG

J-RPG



Objetivo



Desenvolvimento

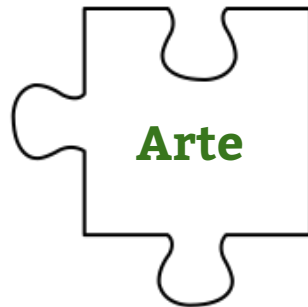
Pré-Produção



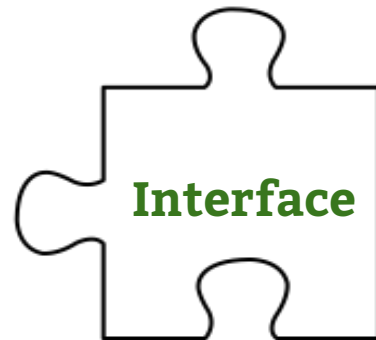
Conceito



Game Design



Game Design

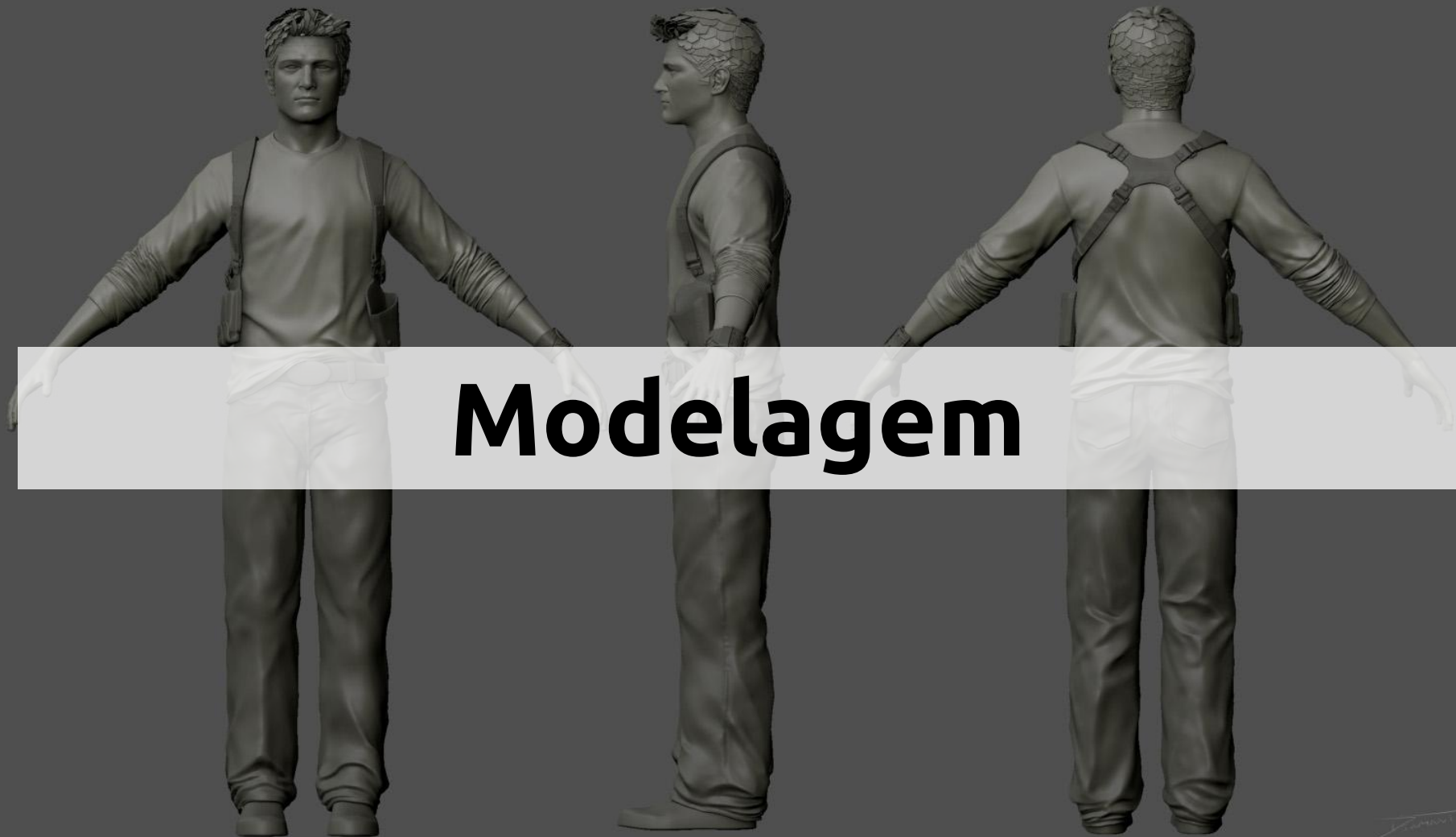


Produção

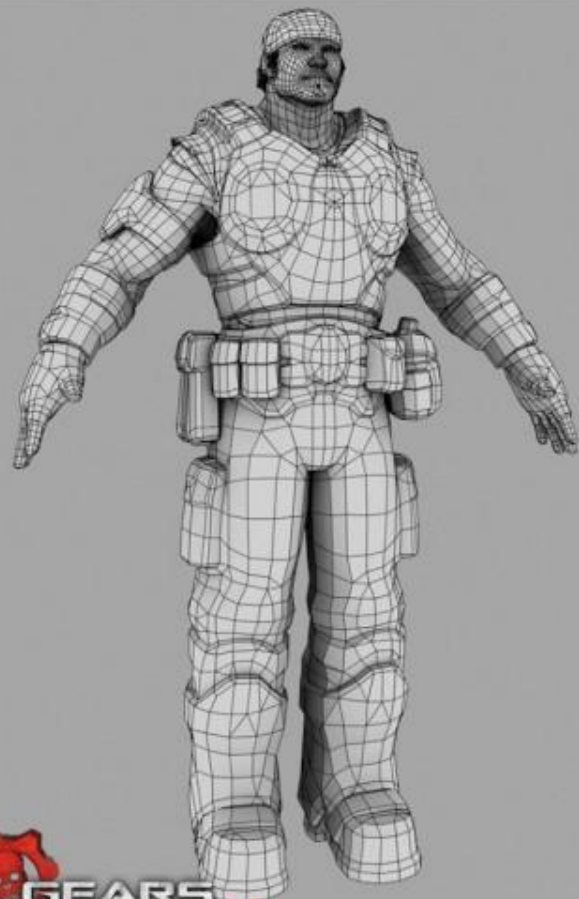


História

Aspectos Visuais

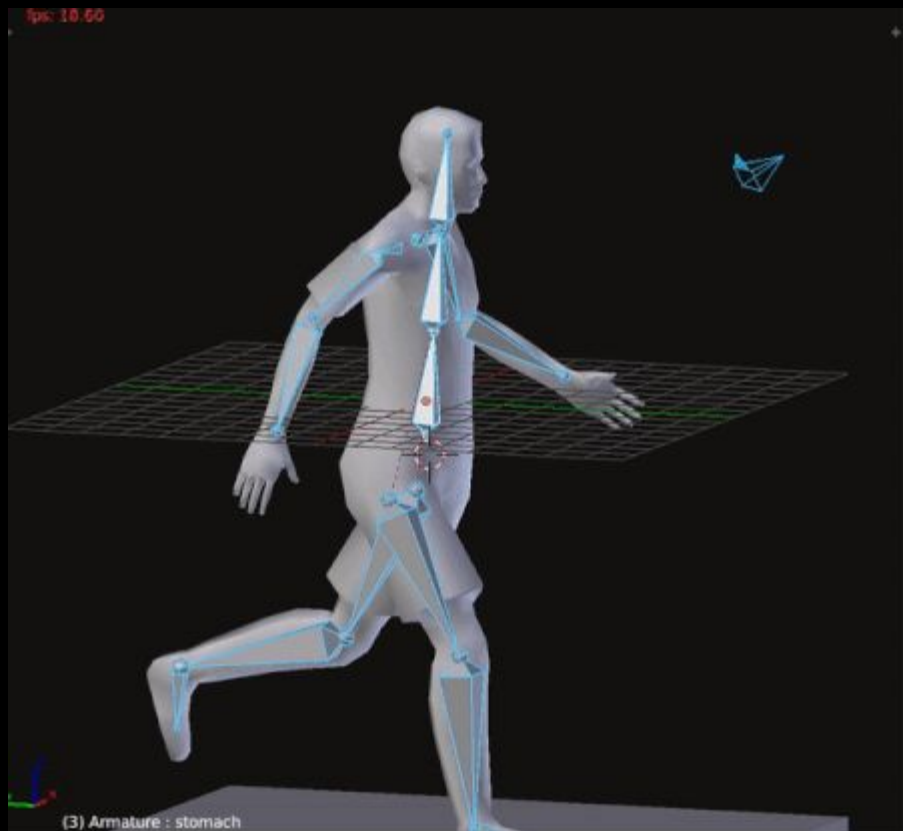


Modelagem





Animação



Animação

EA SPORTS

CHE

0 - 0

NEW

56:38

Interface Gráfica

24 TIOTÉ



ALEX 33

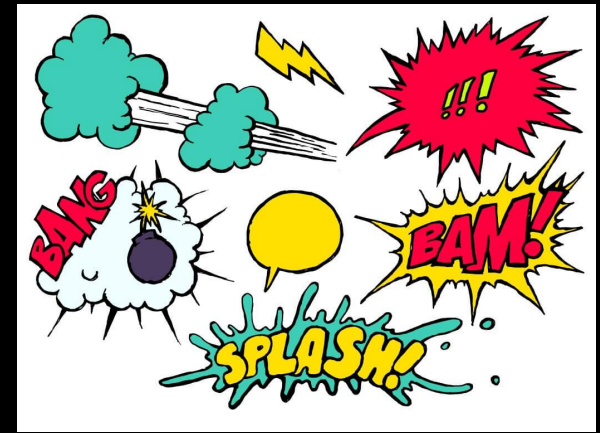


FIFA 12

Áudio



Música



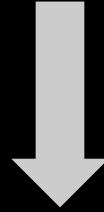
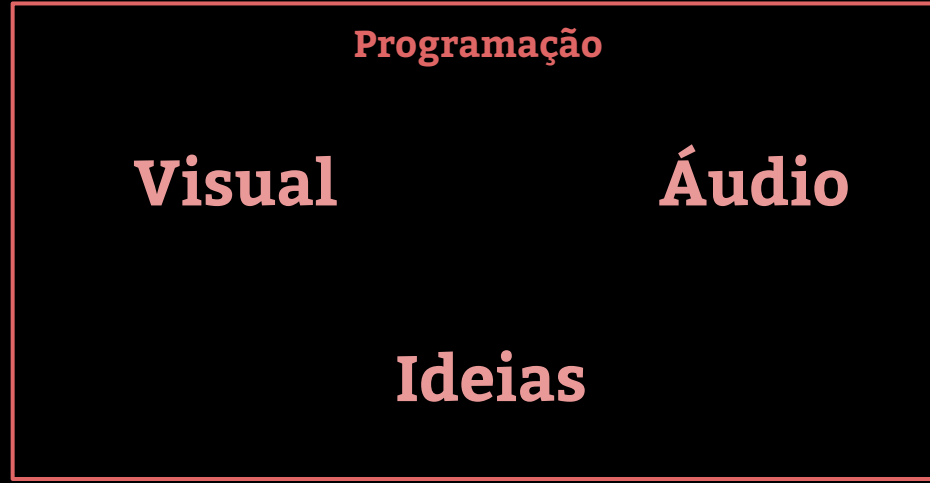
Efeitos Sonoros



Dublagem


```
While (game.isNotOver())  
{  
    game.handle_input();  
    game.update_physics();  
    game.update();  
    game.render();  
}  
print("Game Over");
```

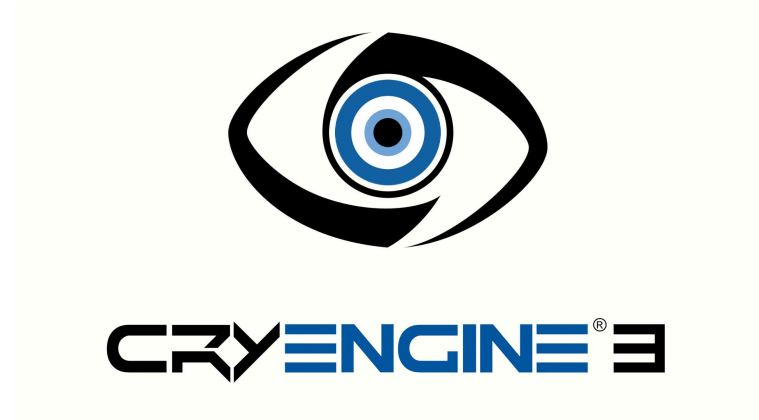
Programação



comPortamento

Game Engines





Pós-Produção



Carreiras

Design

Diretor criativo

Diretor de design

Lead designer

Designer de narrativa

Designer de interface

Level designer

Arte

Diretor de arte

Lead artist

Concept artist

Modelador

Texture artist

Animador

Artista técnico

Programação

Diretor técnico

Lead programmer

Programador de rede

Programador gráfico / áudio

Programador de física

Programador de Inteligência Artificial

Engine programmer

Áudio

Diretor de áudio

Compositor

Sound designer

Dublador

Testes

Gerente de teste

Lead tester

Quality Assurance tester

Beta tester

Focus tester

Desenvolvimento Indie

Grupos pequenos

Sem suporte financeiro

Projetos mais simples

Desenvolvimento de Jogos 2D

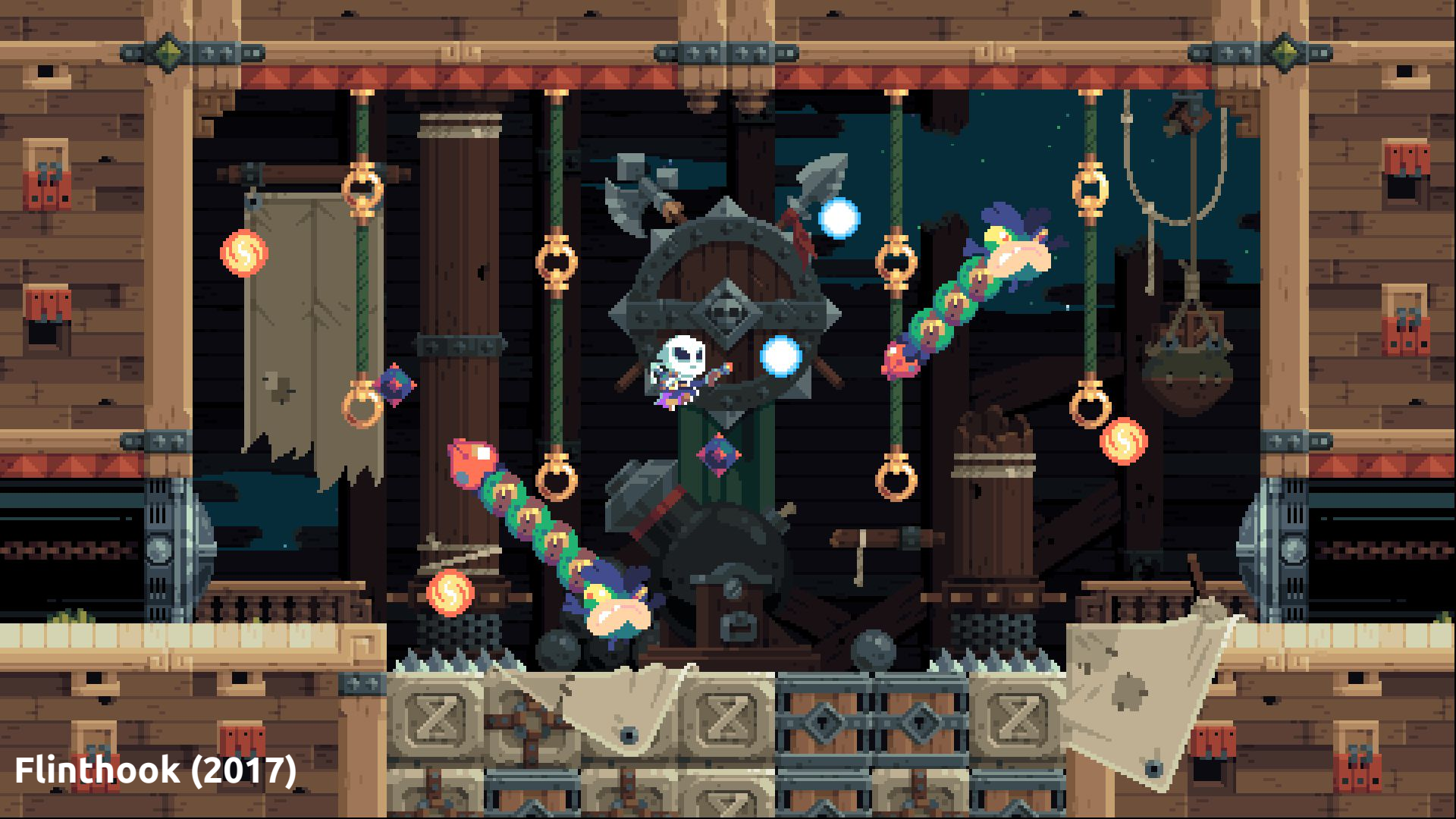
Estilos Visuais



Pixel Art vs. Vector Art



WonderBoy: The Dragon's Trap (2017)



Flinthead Hook (2017)



Inkscape



Photoshop

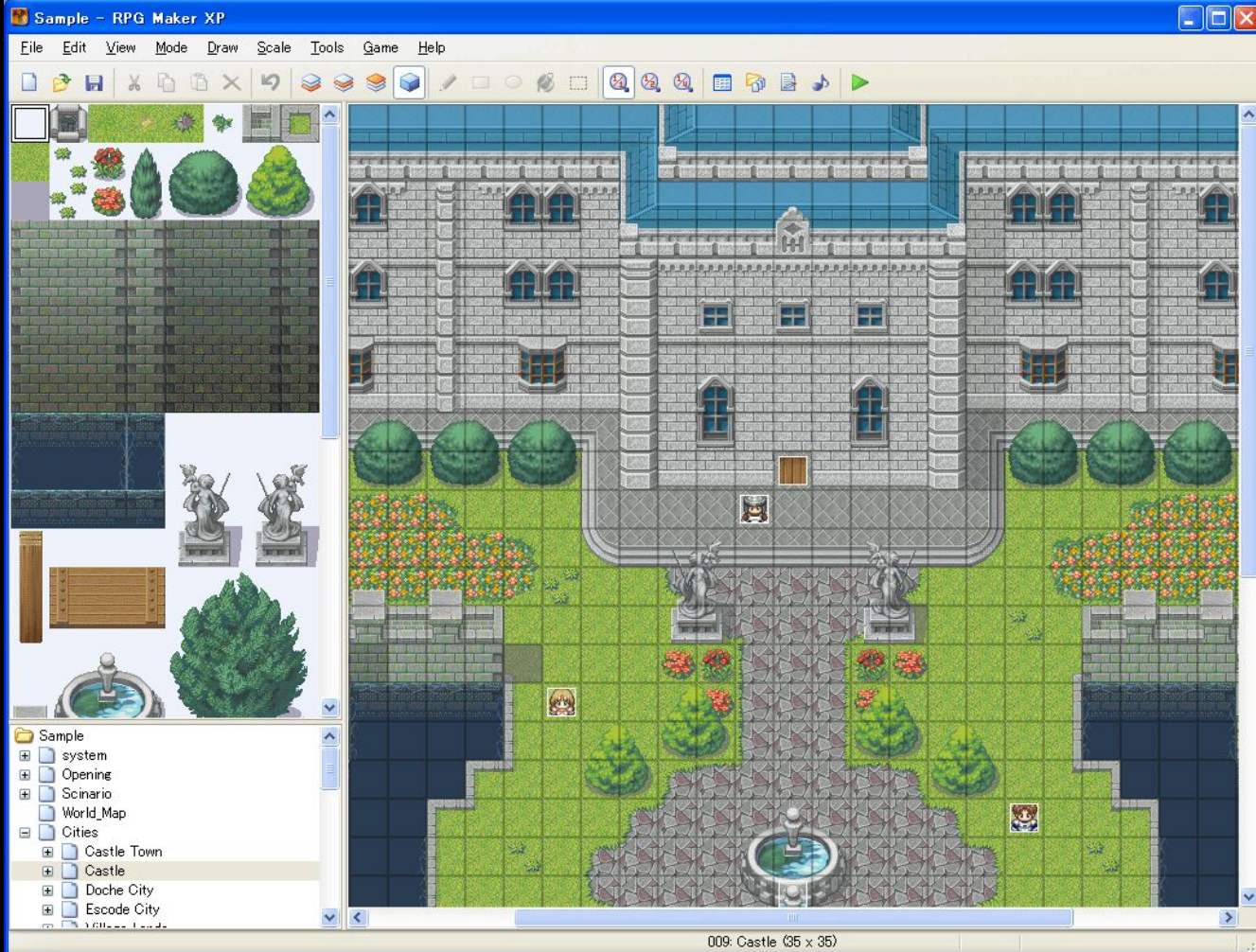


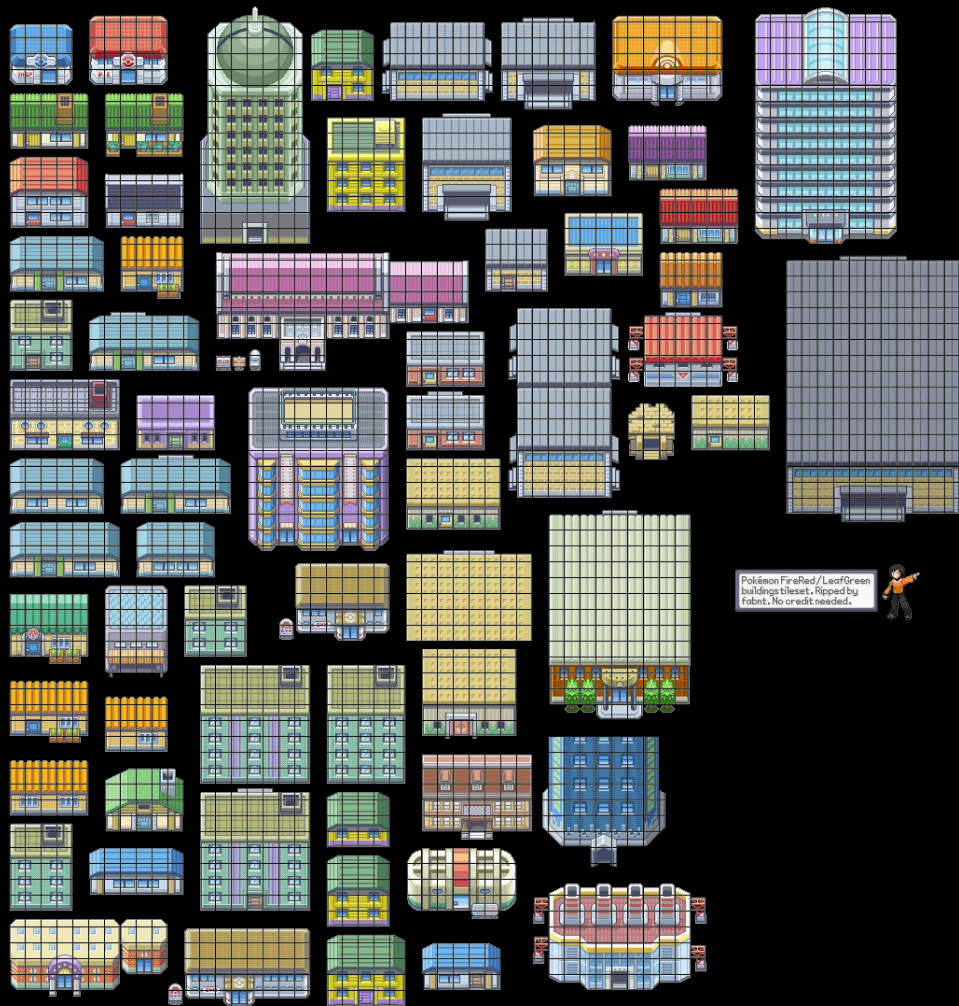
GIMP

Level Design



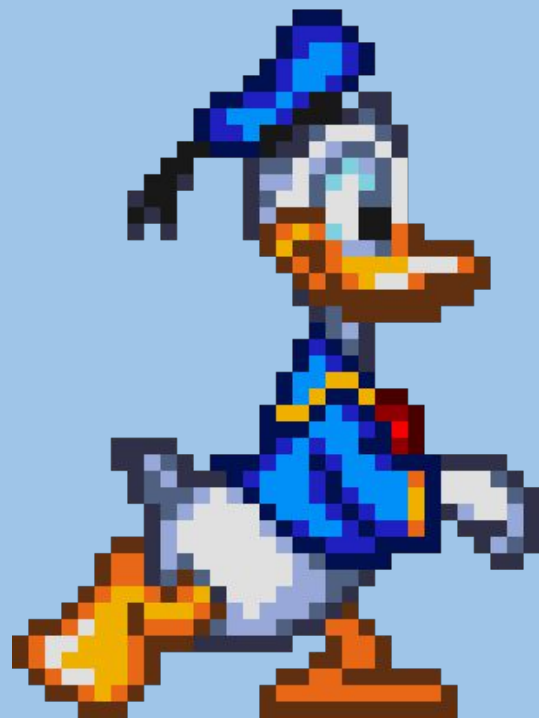
Tiling

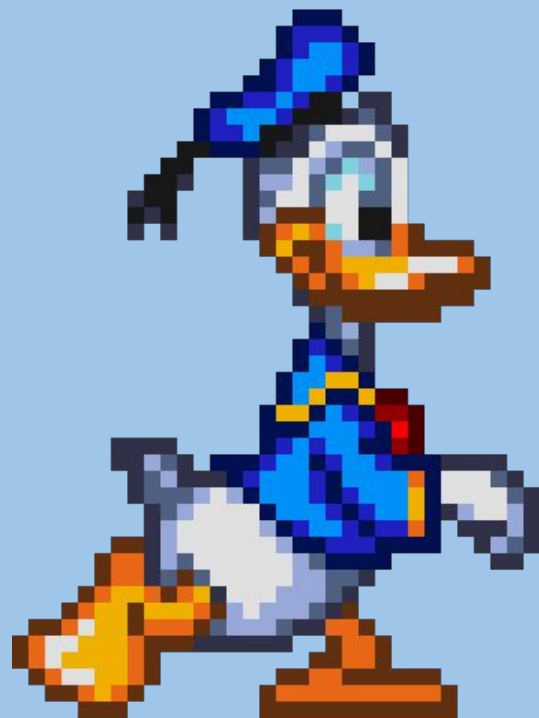






Animação 2D







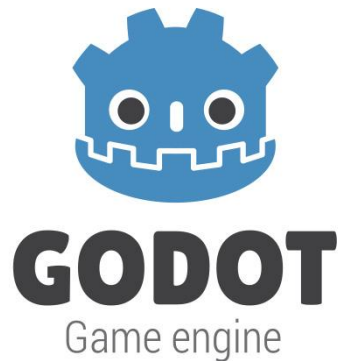


Isso é um sprite



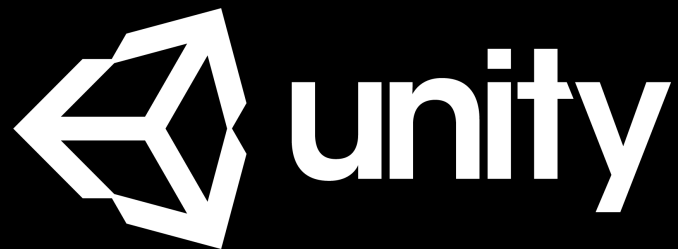
spine

Game Engines



RPG MAKER XP







Desenvolvimento De Jogos no Ceará

Empresas

Astrum Games

Bitllab

Bugaboo Studio

Fan Studios

HighFive Studios

The World of Leona

Lutas Simbólicas

Onanim

ProPixel

Rebel Game Develop

Sanguessuga Studios

Supernova Indie Games

Valente Studio

Cursos



**PORTO
IRACEMA
DAS ARTES**
escola de formação e criação do ceará



Ensino superior



UNIVERSIDADE
FEDERAL DO CEARÁ



Estácio



 **Unichristus**
Centro Universitário Christus

Ideias em Jogo

UCEG - União Cearense de Gamers

FIND - Mostra Fortalezaense de INDie Games

Ascende Jogos - Associação Cearense de Desenvolvedores de Jogos



Muito Obrigado!

Contato

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Slides: <http://crab.dc.ufc.br/~paulobruno/slides/>

Imagens

Video Game Characters from <http://cdn.playbuzz.com/cdn/6f37b7ee-ff84-4d2a-8084-d613b9ff9e38/23d2bdb3-ae78-40a4-b4e1-fbd17ce2395b.jpg>

Donkey Kong Arcade: Joshua Driggs (ZapWizard), Wikimedia Commons, Wikipedia: Arcade

Pokkén arcade: Maplestrip, Wikimedia Commons, Pokkén Tournament; Gonintendo.com

Nintendo Switch: Owen1962, Wikimedia Commons, Nintendo Switch

Nintendo Logo: Wikimedia Commons <https://commons.wikimedia.org/wiki/File:NintendoLogo.png>

Xbox One: Evan-Amos, Wikimedia Commons, Xbox One

Microsoft Logo: Microsoft Corporation, Wikimedia Commons [https://commons.wikimedia.org/wiki/File:Microsoft_logo_\(2012\).svg](https://commons.wikimedia.org/wiki/File:Microsoft_logo_(2012).svg)

Playstation 4: Evan-Amos, Wikimedia Commons, Playstation 4

Sony Logo: Hautala, Wikimedia Commons

Nintendo 3ds: Evan-Amos, Wikimedia Commons, Nintendo 3ds

Android Logo: Android Brand Guidelines. <https://developer.android.com/distribute/marketing-tools/brand-guidelines.html>

Windows Phone Logo: https://news.microsoft.com/winphone_blu286_d_rgb/#Tg0gjGWCcaACXWsz.97

iOS Logo: Apple Inc., Wikimedia Commons. https://pt.wikipedia.org/wiki/Ficheiro:IOS_logo.svg

Imagens

Pokémon: <http://pokemonessentials.wikia.com/wiki/File:Battle.png>

League of Legends: Vavaxman @photobucket <http://s1231.photobucket.com/user/vavaxman/media/league-of-legends-screenshot-03.jpg.html>

Street Fighter 4: <https://www.youtube.com/watch?v=ZUKY6d7qSNI>

God of War: https://www.youtube.com/watch?v=18n6Etg_ap4

Counter Strike Global Offensive: http://animeinga.com.br/wp-content/uploads/2016/10/store_image_02_zpsau3elrkj.png

Mario Kart 8: <http://www.gameinnshop.com/wp-content/uploads/2014/06/Mario-Kart-8-4-player.jpg>

Guitar Hero: <https://images-na.ssl-images-amazon.com/images/G/01/videogames/detail-page/gh3.lor.07.lg.jpg>

Call of Duty: <http://cdn3-www.playstationlifestyle.net/assets/uploads/2016/11/Call-of-Duty-Modern-Warfare-Remastered-16-555x328-555x328.jpg>

New Super Mario World: <http://www.nintendoworldreport.com/media/31239/4/4.jpg>

Need For Speed: https://lh3.googleusercontent.com/cqvPCklkv3xH9igAj3TBIGyusBI_32h5v8f2iB33mytXlv_lxLJeyf35CRaQ8KUH9A=h900

EA UFC: <https://static2.gamespot.com/uploads/original/1179/11799911/3013398-7.jpg>

Imagens

Monkey Island: [https://r.mprd.se/media/images/96023-The_Secret_of_Monkey_Island_\(CD_DOS_VGA\)-5.jpg](https://r.mprd.se/media/images/96023-The_Secret_of_Monkey_Island_(CD_DOS_VGA)-5.jpg)

Walking Dead: <http://bmoviemann.com/Images/The-Walking-Dead-farm.jpg>

Candy Crush Saga: https://lh3.googleusercontent.com/Z-2rl_cd4J8ZoXyZpowqvwH7lsjBMRxaKsWZeHbo-jREsW_GP0X9CwxN6oYtOp-djA=h900

Age of Empires II HD: http://www.forgottenempires.net/wp-content/uploads/aoe2_campaign_mali_big_battle.png

Euro Truck Simulator: https://izziesl.files.wordpress.com/2013/05/2013-01-19_00001.jpg

Dota 2: <https://cdn.steamstatic.com/apps/dota2/images/reborn/day1/GuidedBotMatches.jpg>

Persona 5: http://gematsu.com/wp-content/uploads/2016/06/P5-Gameplay_06-14-16.jpg

The Witcher 3: <http://cdn.wccftech.com/wp-content/uploads/2015/05/Witcher-3-1-740x416.jpg>

Brain Age: [https://r.mprd.se/media/images/46467-Brain_Age_-_Train_Your_Brain_in_Minutes_a_Day!_\(U\)\(Trashman\)-3.png](https://r.mprd.se/media/images/46467-Brain_Age_-_Train_Your_Brain_in_Minutes_a_Day!_(U)(Trashman)-3.png)

Pepsi-man Game:

<https://www.raishahnawaz.com/wp-content/uploads/2013/11/Pepsi-Man-game-For-PC-Full-Version-Free-Download-raishahnawaz.com-3.jpg>

Wii Fit: <http://cdn-mf0.heartysthosting.com/sites/mensfitness.com/files/d6/2008-images-wii-fit-0608-wii-fit-lunge.jpg>

Pac-Man: <http://bit.blog.br/wp-content/uploads/2015/05/Pac-Man.gif>

Imagens

Storytelling: <http://sbpalestrantes.com.br/wp-content/uploads/2016/09/storytelling-1.jpg>

Uncharted modeling: <http://www.zbrushcentral.com/attachment.php?attachmentid=78059>

Gears of war mesh: <https://s-media-cache-ak0.pinimg.com/originals/c8/f9/58/c8f958b2d83572857343adf6f05801da.jpg>

God of war Rigging: http://oi304.photobucket.com/albums/nn194/mohdmistry/Rigging_001.jpg

Walking animation: <https://static1.squarespace.com/static/54851541e4b0fb60932ad015/t/58b331bacd0f681d20c5dd41/1488138695232/>

FIFA GUI: <http://fifasoccerblog.com/files/2011/09/PS3-telecam-with-hud.jpg>

Orquestra: Pedro Sánchez, Wikimedia Commons https://commons.wikimedia.org/wiki/File:Orquesta_Filarmonica_de_Jalisco.jpg

Efeitos sonoros: <http://www.snailarts.com/wp-content/uploads/2016/09/sound-effects-for-video-games.jpg>

Dublagem: http://ci.i.uol.com.br/album/dubladores_f_049.jpg

Unreal Engine: https://docs.unrealengine.com/latest/images/Engine/UI/LevelEditor/UE4Interface_5.jpg

Imagens

Pixel and vector art: <http://devblog.kimericlabs.com/en/wp-content/uploads/2014/08/pixel-vs-vector.png>

Flinthook: <http://tributegames.com/presskit/sheet.php?p=Flinthook>

WonderBoy: <http://www.thedragonstrap.com/pictures/WonderBoyTheDragonsTrap-B003.jpg>

Pokémon Tileset: The Spriters Resource

Zero sprites: <http://www.smackjeeves.com/images/uploaded/comics/7/8/78bc6b62fEySW.gif>

Facebook logo: <https://pt-br.facebookbrand.com/assets/logotipo-f-ptbr>