

# GDC Europe

Game Developers Conference™ Europe 2011  
**August 15-17, 2011 | Cologne, Germany**  
[www.GDCEurope.com](http://www.GDCEurope.com)



SMARTPHONE &  
TABLET GAMES  
— S U M M I T —

Get in Touch: Effective transition from PC to mobile, with proper game design, development, and programming.

Oded Sharon  
*CEO, Corbomite Games*

Before we begin:  
Let's play a game!



# Who am I?



(Or: Why should we listen to you?)



# Oded Sharon



# Super Geek



34 years old



Lots of hobbies







Got a BSC degree in Computer Science and Physics.



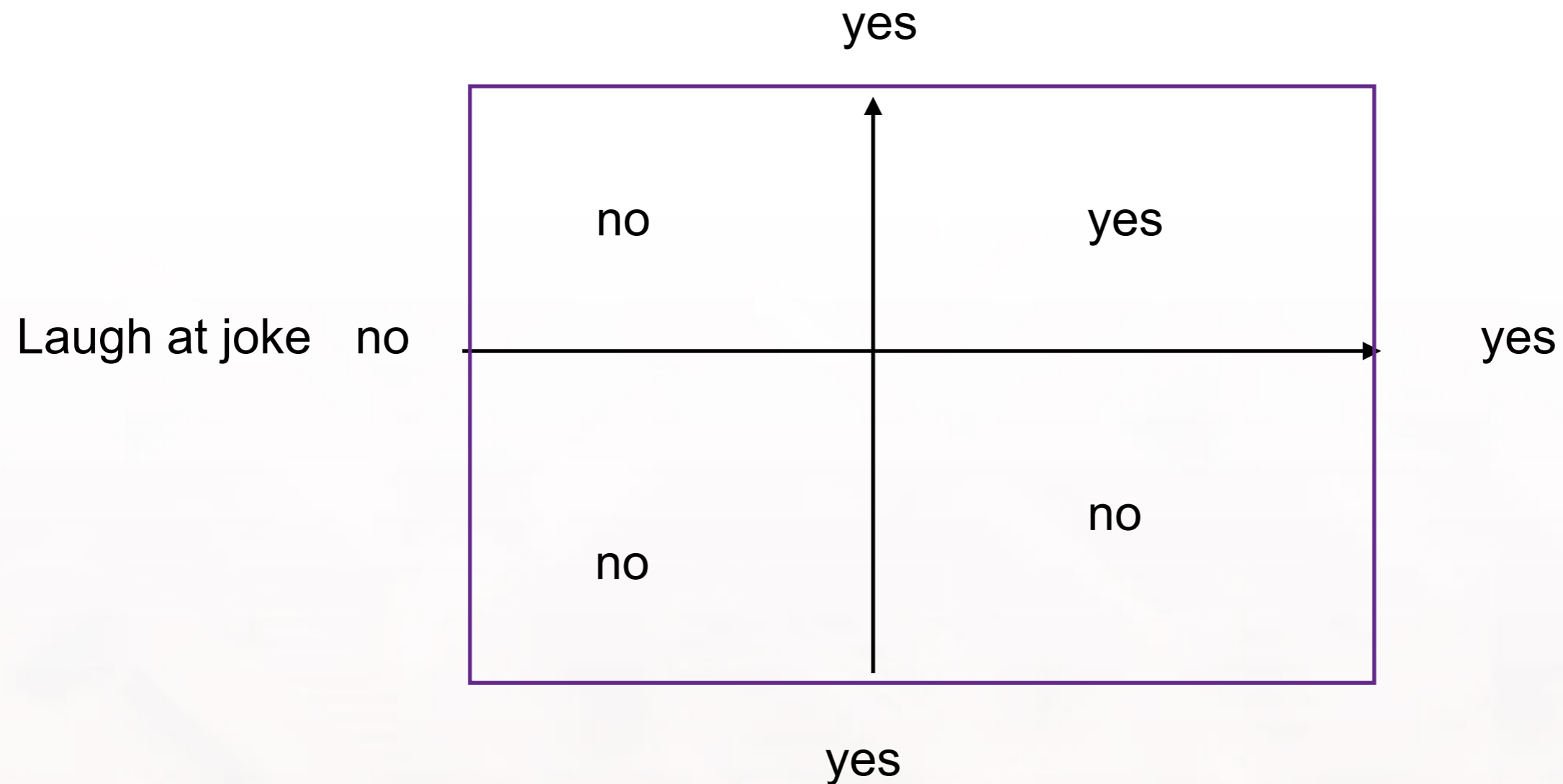
MAN, I SUCK AT THIS GAME.  
CAN YOU GIVE ME  
A FEW POINTERS?

0x3A28213A  
0x6339392C,  
0x7363682E.

I HATE YOU.



# Also have an MBA



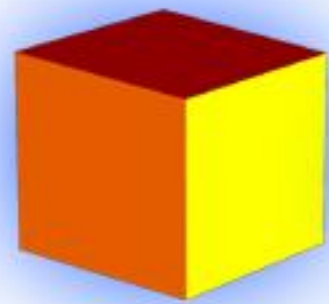
MBA Student



# IGDA Chapter coordinator of Israel (AKA GameIS)



## CEO of Corbomite Games



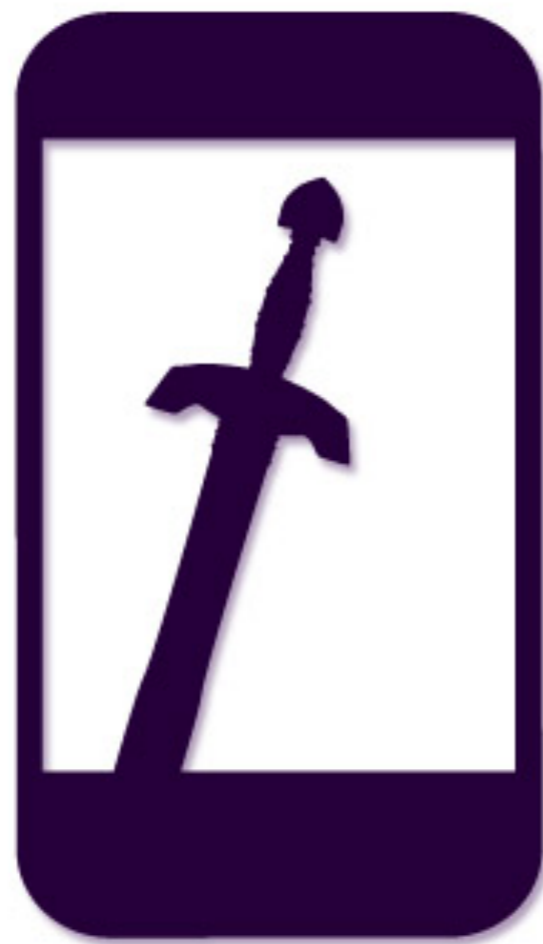
# CORBOMITE

G A M E S



SMARTPHONE & TABLET GAMES  
SUMMIT

**Ceo & Founder**



**Adventure  
MOB.**



**Making games for 12 years!**



# What kind of games?



# Adventure Games.





## Casual Games



## Rock Band Song “Games”





# Facebook Games





## Experimental Games





**pew pew pew**

[ICANHASCHEEZBURGER.COM](http://ICANHASCHEEZBURGER.COM) 🍷 🍷 🍷



SMARTPHONE & TABLET GAMES  
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## Games for Mobile devices (iOS and Android)



Started Out on PC



# ZIBANG THE GAME





Jennifer and I are finally going to do it!



# Why PC games?



# Why PC games?

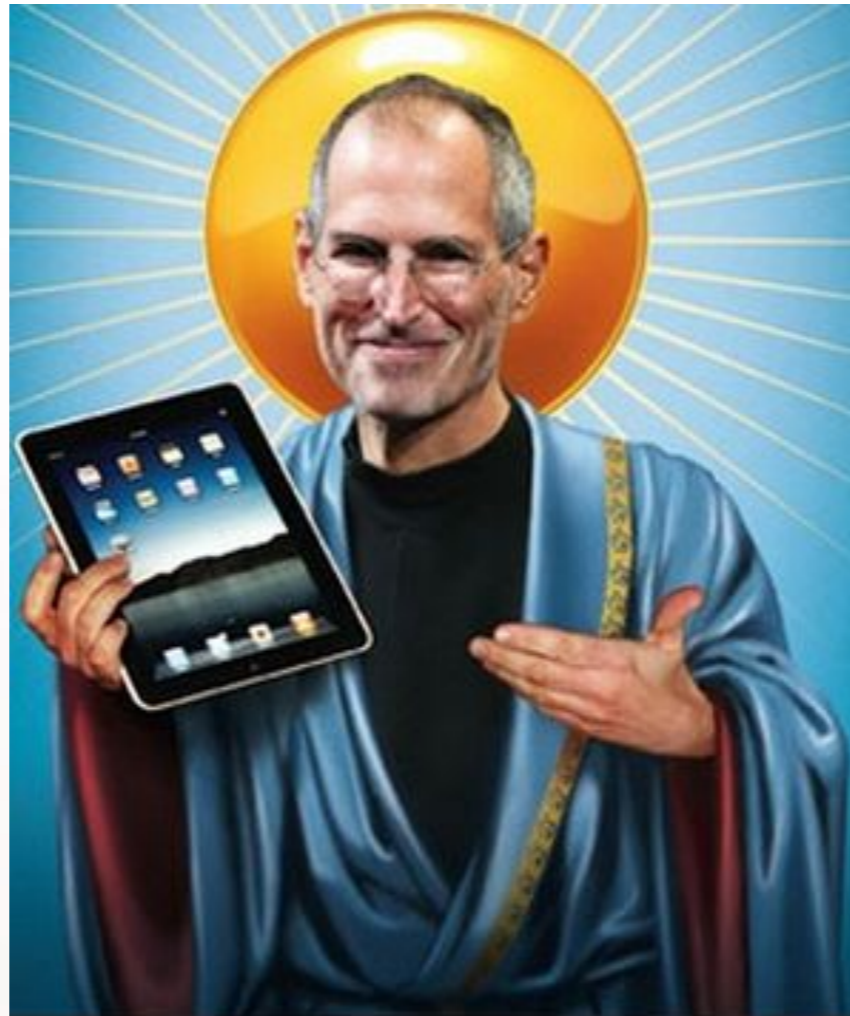
**Cheap** to develop.

Already got **experience**.

Lots of **existing technology**



But then came the iPhone  
(and iPad, and the Android)



# iOS

- 🍏 Huge user base
- 🍏 Game Purchase mentality
- 🍏 Best conversion platform
- 🍏 70% of revenue for dev
- 🍏 Ideal for indie developers





# Spinning Cube



# Development of Original cross platform title



# Star Shippin' INC

Tap to Continue...



Space Strategy game

Travel between planets, trade to get rich, battle space monsters.





# Mobile version demo



# The challenge :

Make a full game in only ONE MONTH



# Side Quests



Cross platform in full HD



Something people would pay to play  
(not a free game)



Wanted to learn Unity3D



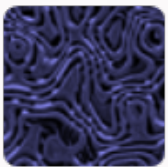
# Available assets:



1 Programmer



1 Artist



0.1 Musician



# Cross-platform Design



We decided to only use touch for gameplay



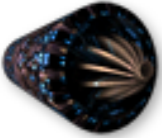

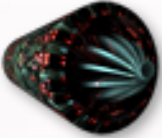
Used accelerometer, but just for eye candy.



Choose your battlefield –  
some genres translate better than others between platforms



# Cross-platform Design

-  Cross platform coding practices
-  Platform Dependent class
-  Different features per platform  
(Mouse VS Accelerometer, Ads, In-app purchases)



## Examples of interfaces from other games



Two joysticks (Yuck)



Touch == Click



# Porting example



# PIZZA MORGANA





I WILL HAVE TO REPORT THIS TO  
HQ.

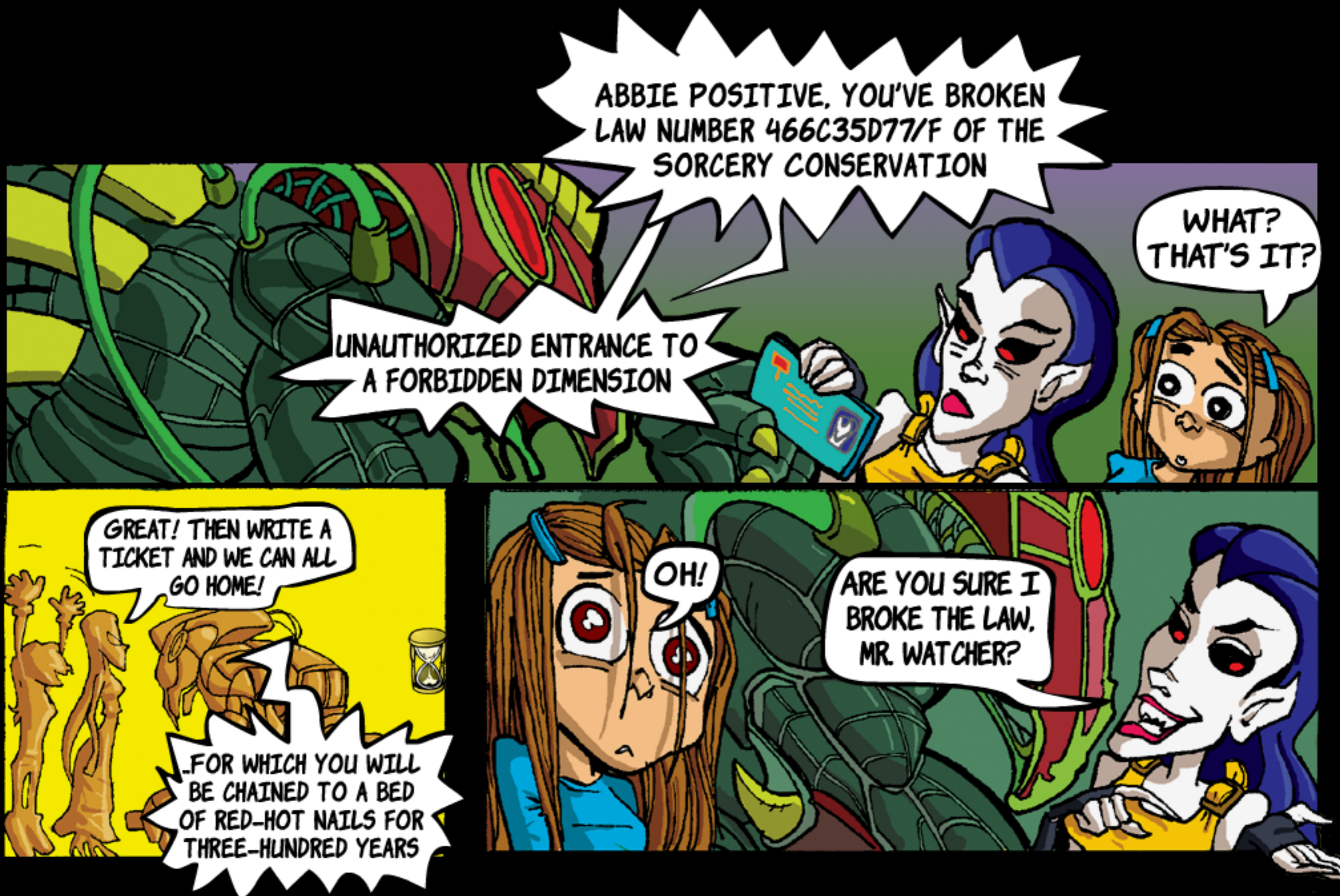


DARK, LARGE AND SCARY  
WITH ALL SORTS  
OF TUBES COMING OUT  
OF ITS BODY.



SOMETHING LIKE  
**THIS?**







## PC Version



**Left click** perform actions and switch to next one



**Right click** changes actions



**Mouse over** stuff changes icon



# PC Version Video





## Mobile Version




**Touch** replaces left click

**Coin Interface** can replace right click

**Hot spots** can replace mouseover



# Technical tips for Unity3D development for mobile when switching from PC

-  Check out **mobile compatible** features  
(Don't use them if they don't exist - LCD)
-  **No terrain** before version 3.4
-  **No post-effects** in full frame yet.



# Technical tips for Unity3D development for mobile when switching from PC



**Low poly** (40K in total)







Minimize **draw calls**.



Use relevant **addons** like **EZGui** and **SM2**



# Conclusions

-  Plan for **Most Common device capabilities.**
-  Consider **Technical limitation of mobile** Early.
-  Use cross platform **tools and engines** like **Unity.**
-  Be prepared to **make sacrifices.**



Thank you!

Any questions?

Email me:

[Oded@corbomitegames.com](mailto:Oded@corbomitegames.com)



I'll be outside for more questions.  
(and demos)

It would be EXCELLENT if you fill out  
evaluation card.

Email me:  
[Oded@corbomitegames.com](mailto:Oded@corbomitegames.com)

