

GDC 11 Europe

Game Developers Conference™ Europe 2011
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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

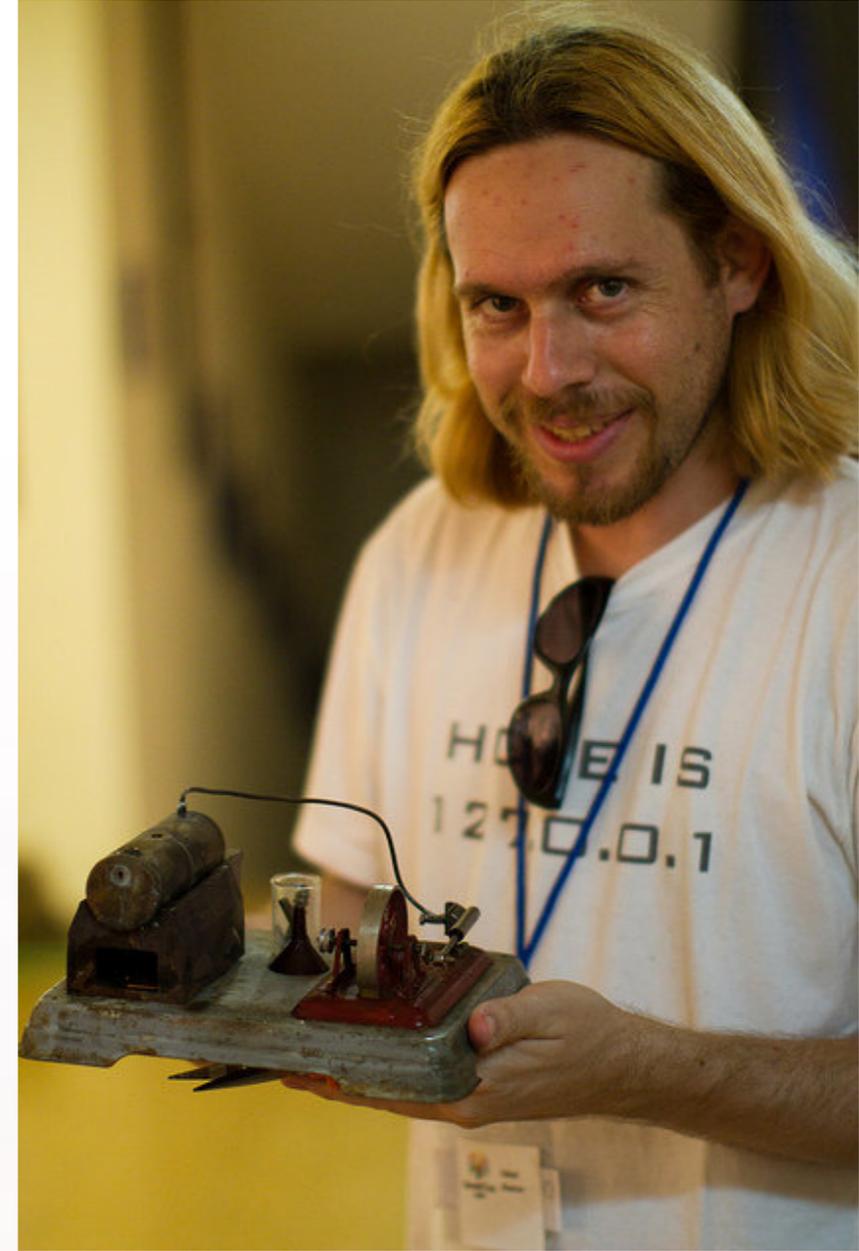


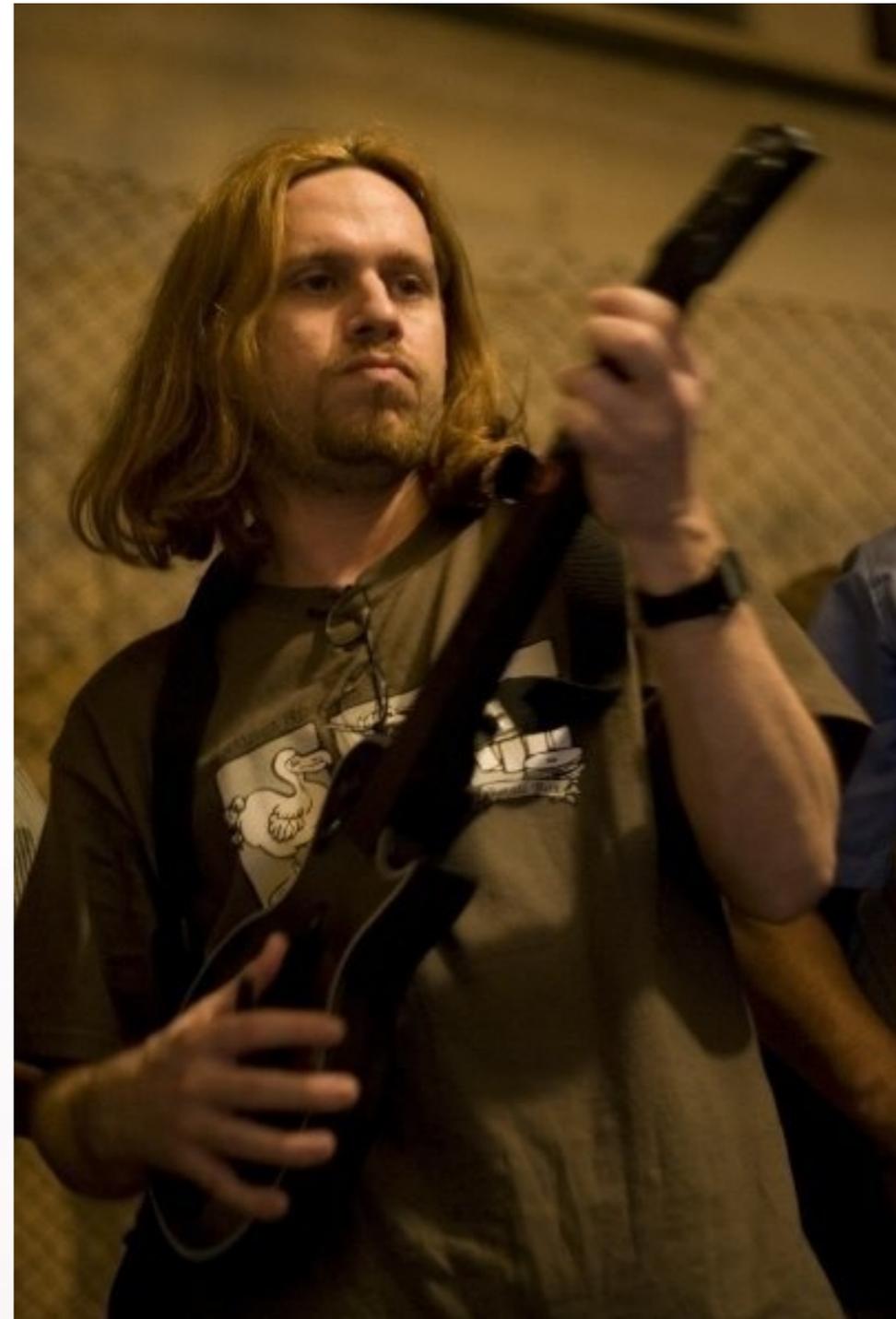
34 years old



Lots of hobbies







Got a BSC degree in Computer Science and Physics.



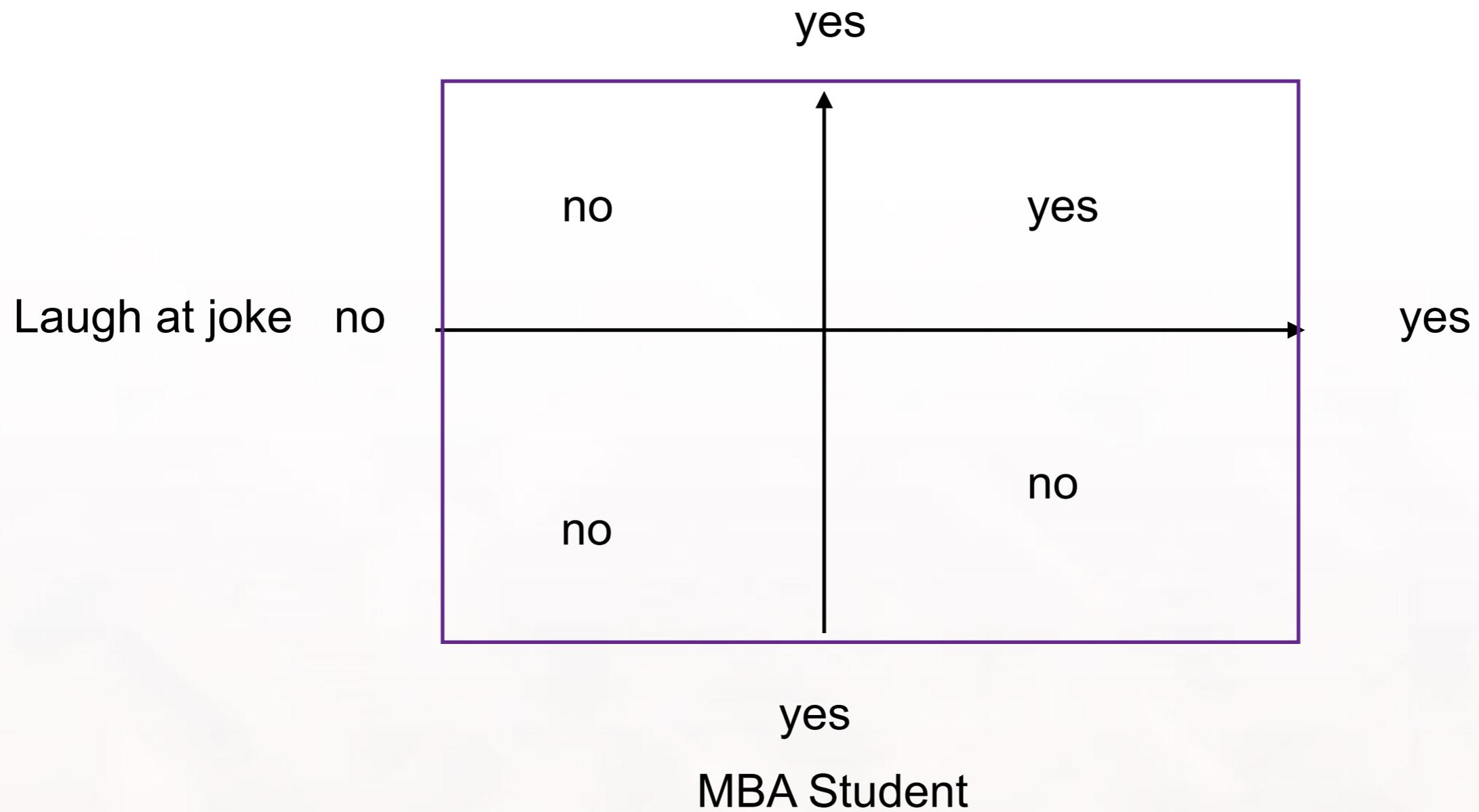
MAN, I SUCK AT THIS GAME.
CAN YOU GIVE ME
A FEW POINTERS?

0x3A28213A
0x6339392C,
0x7363682E.

I HATE YOU.



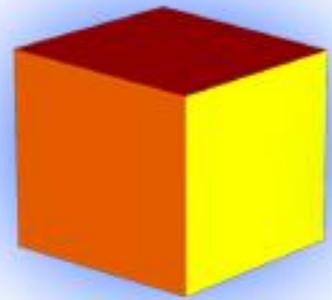
Also have an MBA



IGDA Chapter coordinator of Israel (AKA GameIS)



CEO of Corbomite Games

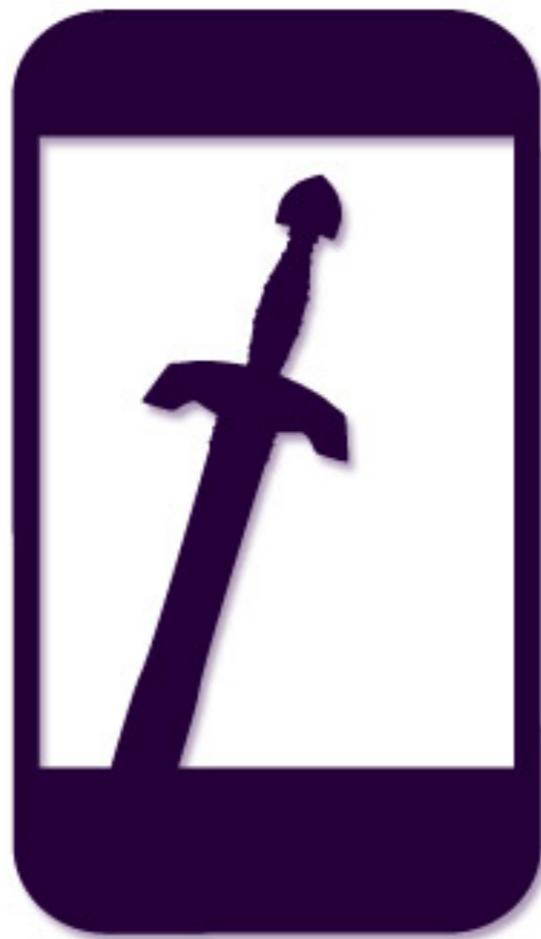


CORBOMITE

G A M E S



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 🍷 🍷 🍷



SMARTPHONE & TABLET GAMES
SUMMIT



Games for Mobile devices (iOS and Android)



Started Out on PC





ZIBANG

THE GAME



Why PC games?



Why PC games?

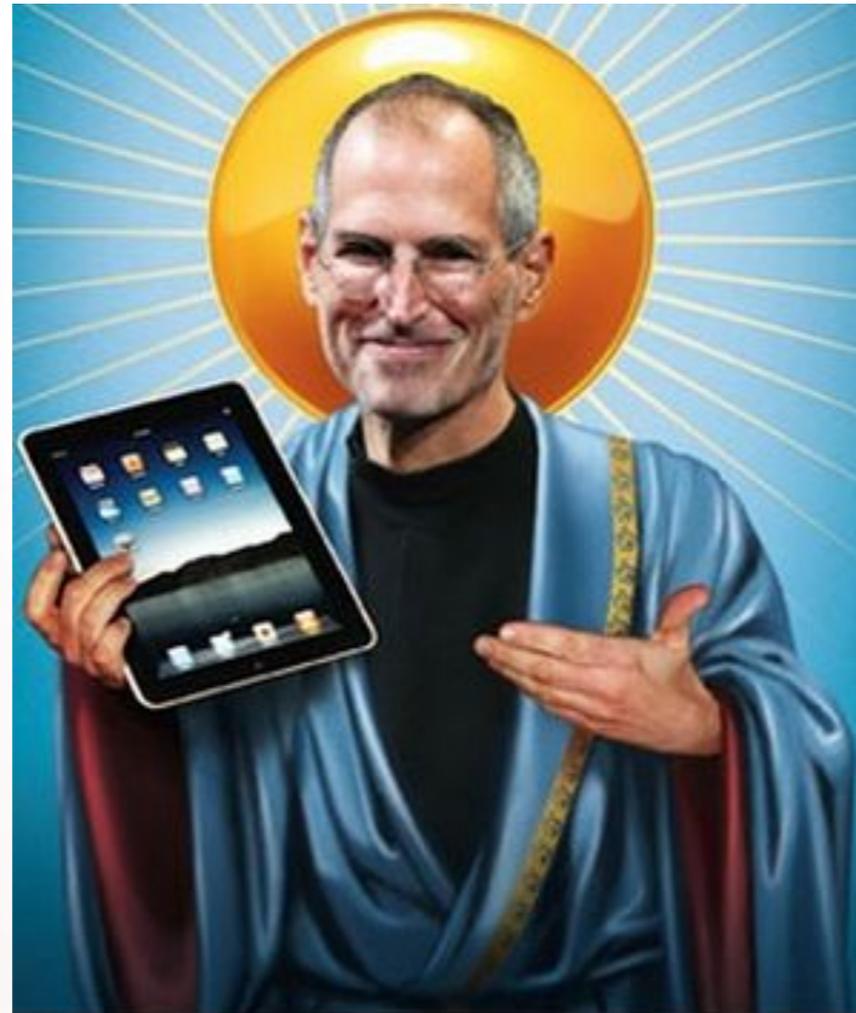
Cheap to develop.

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 Shipping INC



Tap to Continue...



Star Shipping^{INC}

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



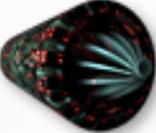
Used accelerometer, but just for eye candy.



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

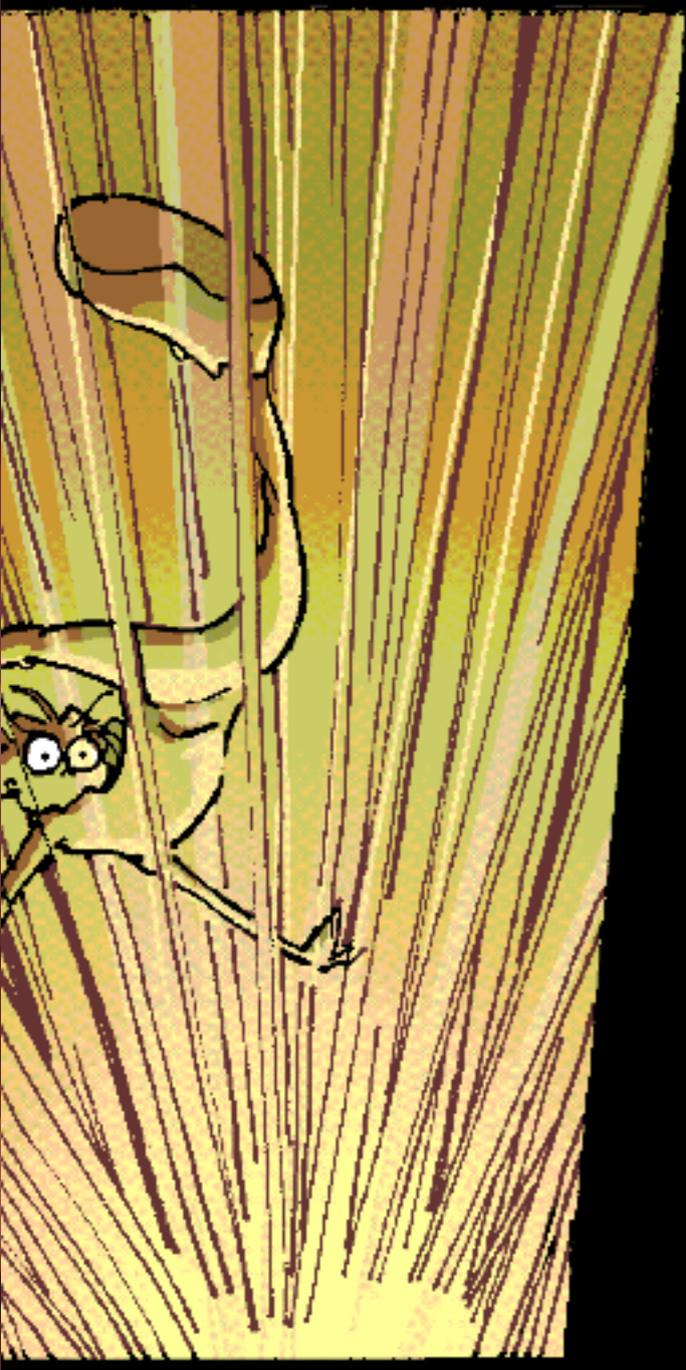


Porting example

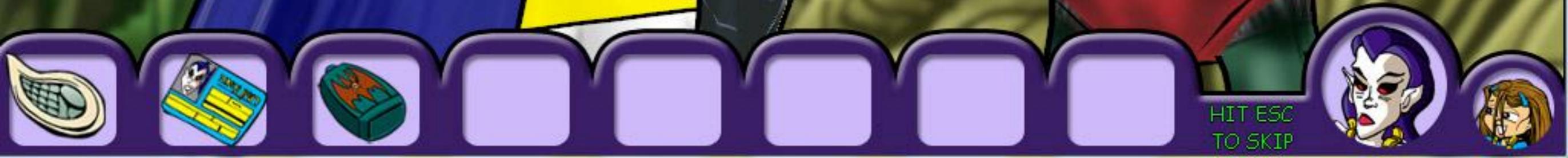


PIZZA MORGANA





I WILL HAVE TO REPORT THIS TO
HQ.



HIT ESC
TO SKIP

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



SOMETHING LIKE
THIS?



ABBIE POSITIVE, YOU'VE BROKEN
LAW NUMBER 466C35D77/F OF THE
SORCERY CONSERVATION

WHAT?
THAT'S IT?

UNAUTHORIZED ENTRANCE TO
A FORBIDDEN DIMENSION

GREAT! THEN WRITE A
TICKET AND WE CAN ALL
GO HOME!

FOR WHICH YOU WILL
BE CHAINED TO A BED
OF RED-HOT NAILS FOR
THREE-HUNDRED YEARS

OH!

ARE YOU SURE I
BROKE THE LAW,
MR. WATCHER?



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



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

It would be **EXCELLENT** if you fill out
evaluation card.

Email me:

Oded@corbomitegames.com

