



Building gameplay

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INDEPENDENT GAMES
SUMMIT

GAME DEVELOPERS CONFERENCE™

MOSCONE CENTER · SAN FRANCISCO, CA

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Sentree

A mobile local multi-device game





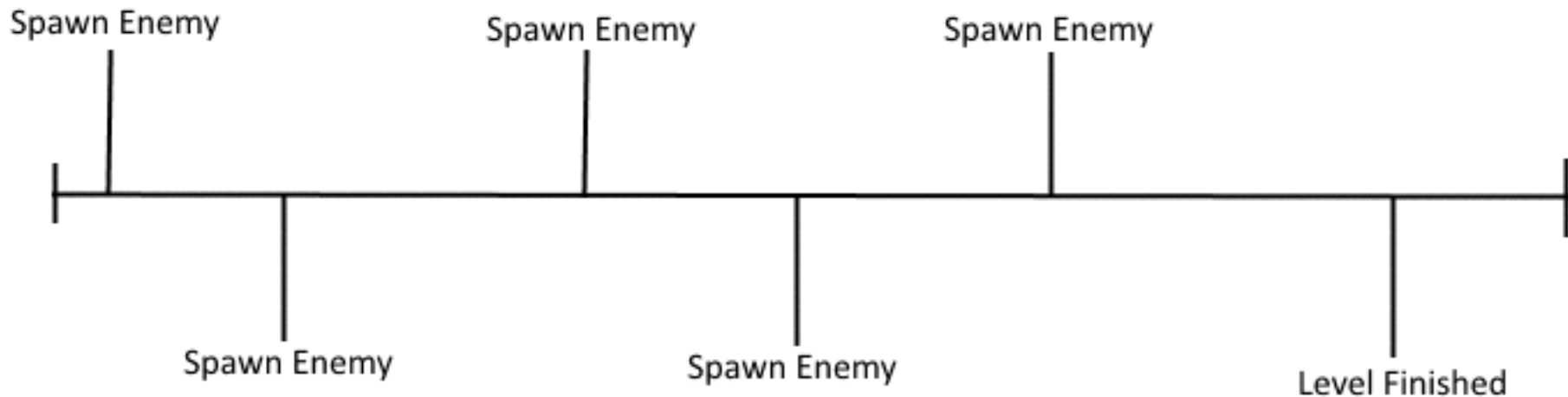
Using spreadsheets

Level 1

Time	Event	Parameter 1	Parameter 2	Parameter 3
0:00:05	Spawn Enemy	Frog	Inward Path 1	Outward Path 1
0:00:10	Spawn Enemy	Frog	Inward Path 2	Outward Path 2
0:00:20	Spawn Enemy	Frog	Inward Path 3	Outward Path 3
0:00:25	Spawn Enemy	Frog	Inward Path 1	Outward Path 1
0:00:40	Spawn Enemy	Frog	Inward Path 3	Outward Path 3
0:00:55	Level Finished	Congratulations	You made it!	

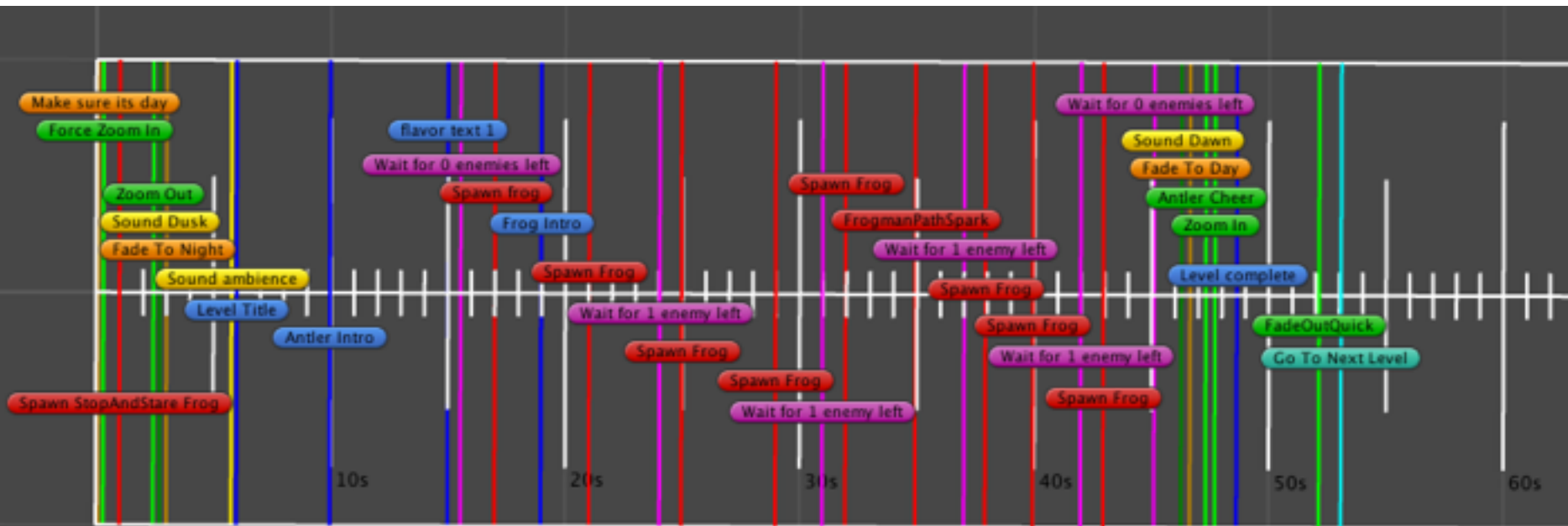


How about a visual tool?



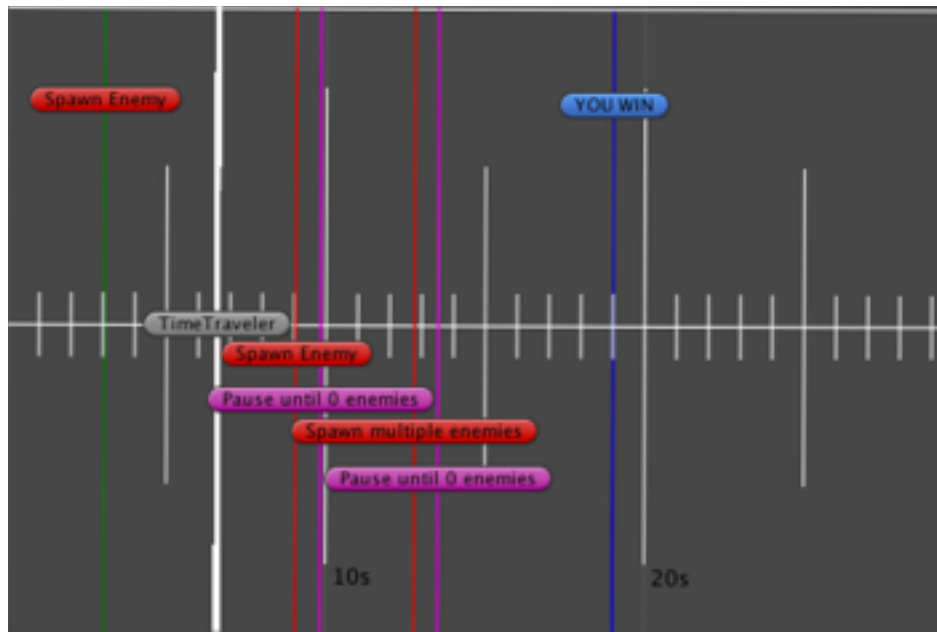


Timeline Editor



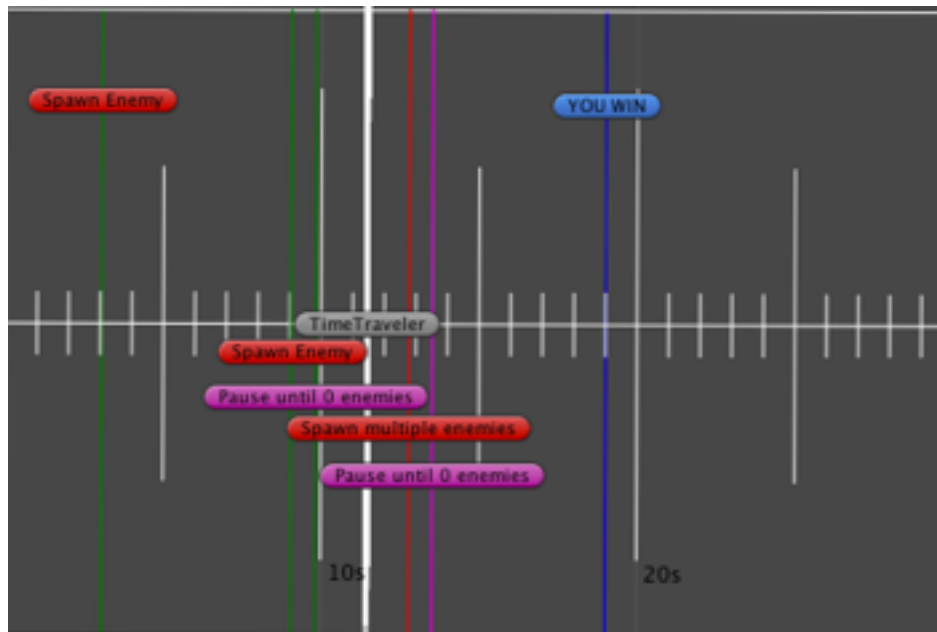


How does it work?





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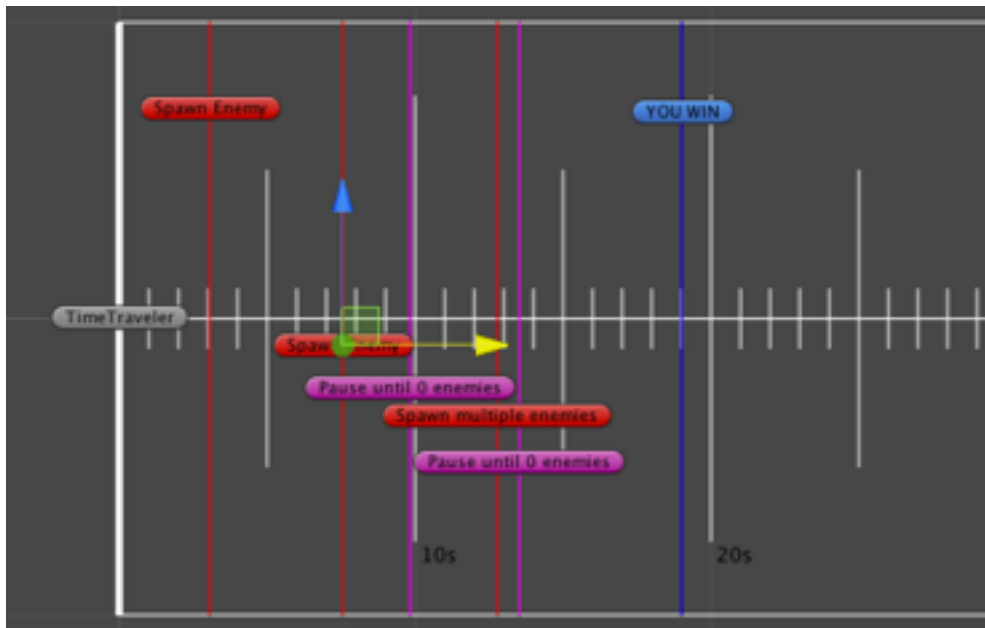


What do we use it for?

- Enemy spawners
- Game Flow control
- Rewinders / loops
- LightManager adjustment
- Camera adjustment
- Sound triggers
- Announcements
- Fade in/out
- Switch level
- Game events



How does it help us?

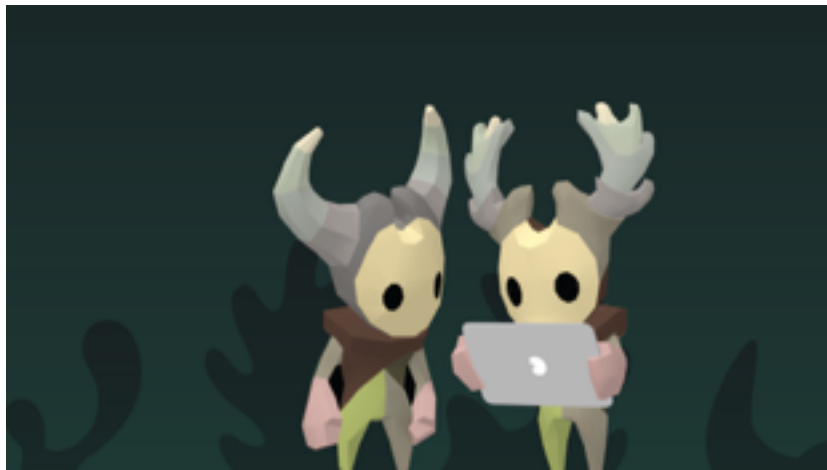
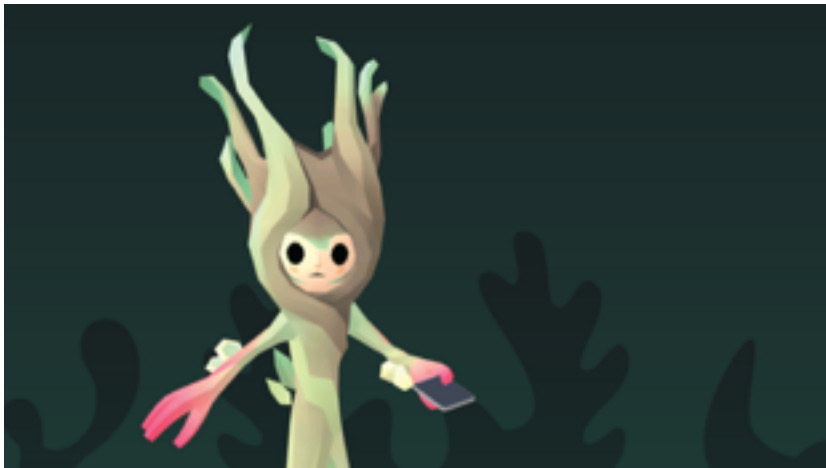




DEMO !



Thank you!



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