

ΣΧΕΔΙΑΣΗ ΚΑΙ ΑΝΑΠΤΥΞΗ ΠΑΙΧΝΙΔΙΟΥ ΣΟΒΑΡΟΥ ΣΚΟΠΟΥ ΓΙΑ ΤΗΝ ΕΚΜΑΘΗΣΗ C#

ΜΑΡΓΩΜΕΝΟΣ ΑΛΕΞΑΝΔΡΟΣ ΜΑΙ19041

ΕΠΙΒΛΕΠΩΝ: ΚΑΣΚΑΛΗΣ ΘΕΟΔΩΡΟΣ



ΕΛΛΗΝΙΚΗ
ΔΗΜΟΚΡΑΤΙΑ

ΠΑΝΕΠΙΣΤΗΜΙΟ
ΜΑΚΕΔΟΝΙΑΣ

Βιομηχανία παιχνιδιών

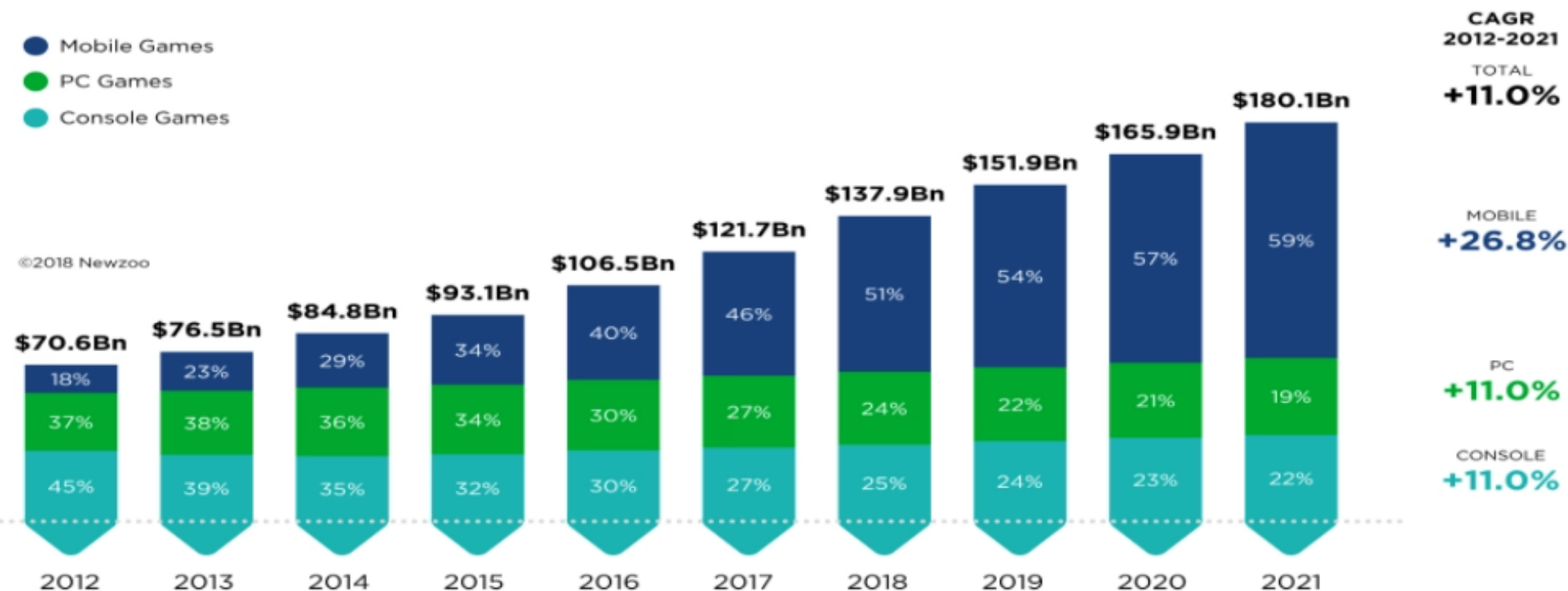


2012-2021 GLOBAL GAMES MARKET

REVENUES PER SEGMENT 2012-2021 WITH COMPOUND ANNUAL GROWTH RATES

- Mobile Games
- PC Games
- Console Games

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Ομάδα ανάπτυξης παιχνιδιών

- ▶ Σχεδιαστής
- ▶ Καλλιτέχνης
- ▶ Προγραμματιστής



Ιστορία Παιχνιδιών σοβαρού σκοπού



Serious Games (Code hunt)

LEVEL: 00.02 ▶ ATTEMPTS: 1

CODE HUNT

Discover the arithmetic operation applied to 'x'.

CAPTURE CODE

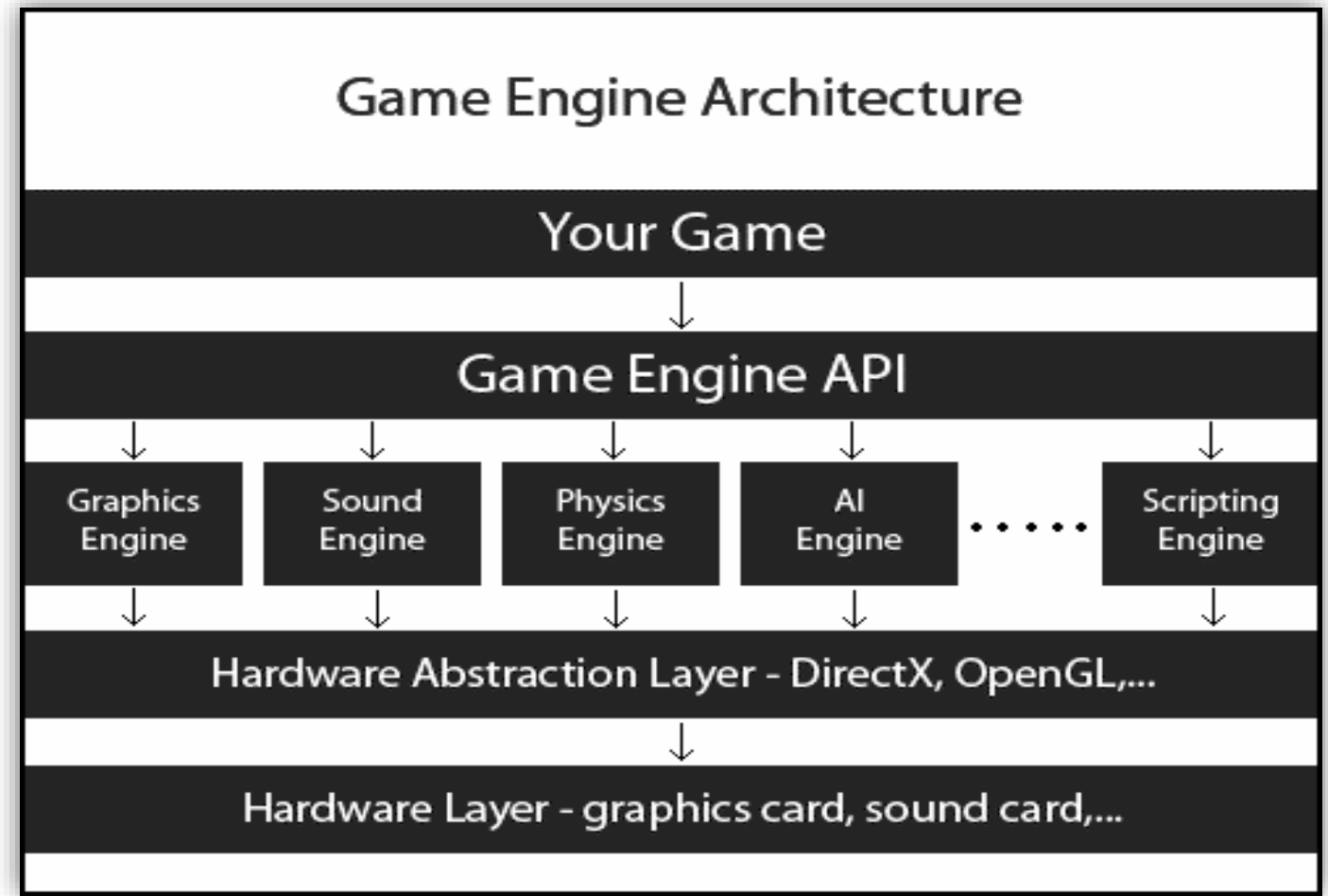
RESET LEVEL SWITCH TO JAVA C#

```
1 using System;
2 public class Program {
3     public static int Puzzle(int x) {
4         return 0;
5     }
6 }
```

	X	EXPECTED RESULT	YOUR RESULT	DESCRIPTION
✗	0	1	0	Mismatch
✓	-1	0	0	
@	Well done so far. Look at numbers on line 4 to capture the code.			

Μηχανές παιχνιδιών

- ▶ Unity 3D
- ▶ Unreal Engine
- ▶ Game Maker Studio
- ▶ Cry Engine
- ▶ Lumberyard



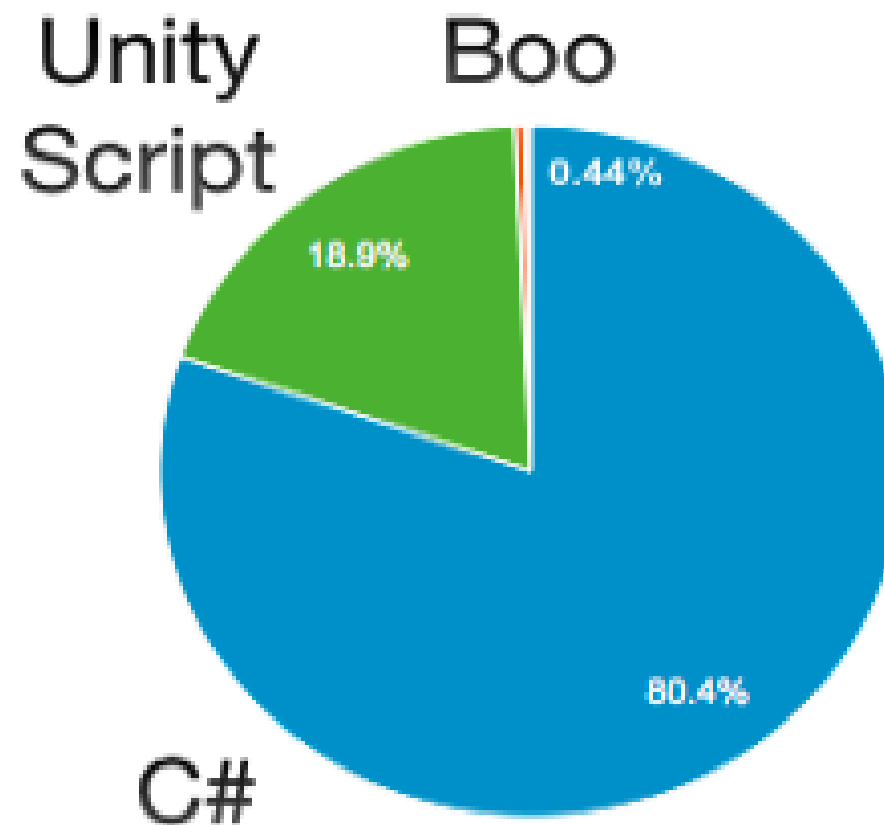
Γλώσσες προγραμματισμού Unity 3D

7

► C#

► Javascript

► Boo



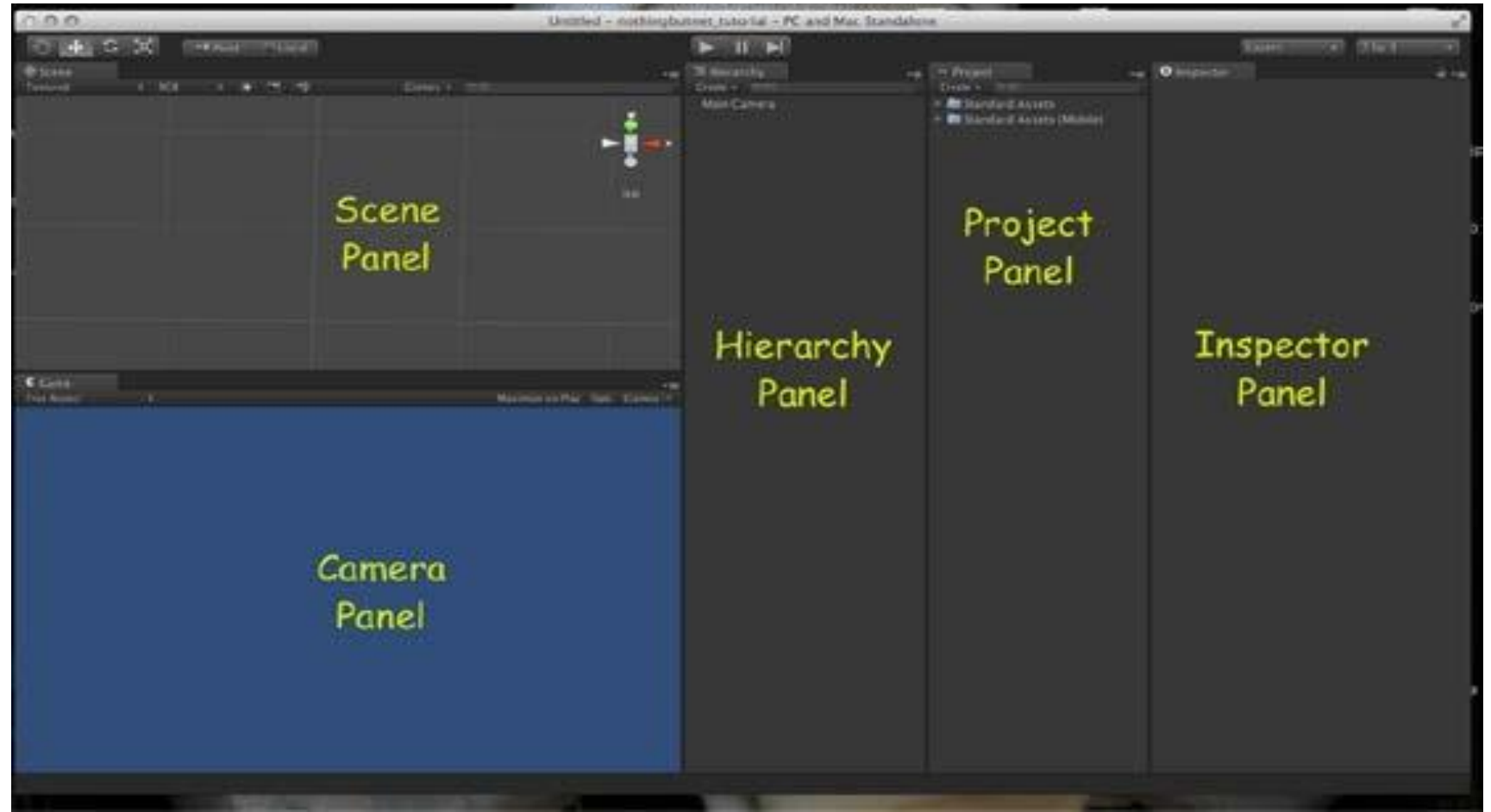
Unity 3D

- ▶ Free Version
- ▶ Community Forum
- ▶ Asset Store



Unity Editor

- ▶ Scene View
- ▶ Game View
- ▶ Hierarchy
- ▶ Project
- ▶ Inspector



Publishing

BUILD ONCE **DEPLOY ANYWHERE**



“Κυρίως Μενού”



“Επιλογή επιπέδου”



“Πρώτο επίπεδο”

Help

HINT

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Tutorial
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}
```

Close

Menu

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Threading.Tasks;

namespace Tutorial
{
    class Program
    {
        static void Main(string[] args)
        {
            string message = "Hello World!!!";

            Console.WriteLine(message);
        }
    }
}
```

Submit

In this code, different namespaces have been used at the beginning but one of them is missing. We want to use the Text Class from System namespace

Back **Next**

Ακολουθεί το παιχνίδι!



SceneGameAnimator

LayersParameters

Base Layer

Base Layer

Auto Live Link

Any State

Entry

c1_idle

c1_fishing

c1_walk

ProjectConsoleAnimation

Preview

0

0:00:10:20:10:10:20:20:20:30:30

c1_fishing

Character : Sprite

Add Property

DopesheetCurves

Hierarchy

Level 5

Main Camera

Player

Directional Light

Canvas

EventSystem

QuestionAnswersManager

DialougeManager

Fishing rod

Bait

Images

Character

Grid

Tilemap

Tilemap (1)

bg

UIManager

BgMusic

Square

Square_1

Inspector

Character

Static

Tag Untagged

Layer Default

Prefab OpenSelectOverrides

Transform

Sprite Renderer

Sprite Idle (1)

Color

Flip X Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 1

Animator

Controller Character

Avatar None (Avatar)

Apply Root Motion

Update Mode Normal

Culling Mode Always Animate

Clip Count: 3

Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic: 0 PPTr: 3

Curves Count: 3 Constant: 0 (0.0%) Dense: 0 (0.0%) Stream: 3 (100.0%)

Character (Script)

Script Character

Animator None (Animator)

Fishing Rod Animator Fishing rod (Animator)

Bait Images 4

Fish Images 5

Bait Sprite Renderer images (Sprite Renderer)

Character Animation

Rigidbody 2D

Body Type Dynamic

Material None (Physics Material 2D)

Simulated

Use Auto Mass

Mass 1

Linear Drag 0

Angular Drag 0.05

Gravity Scale 1

Collision Detection Discrete

Sleeping Mode Start Awake

Ευχαριστώ για
την προσοχή σας!