

The 45 Minute Game

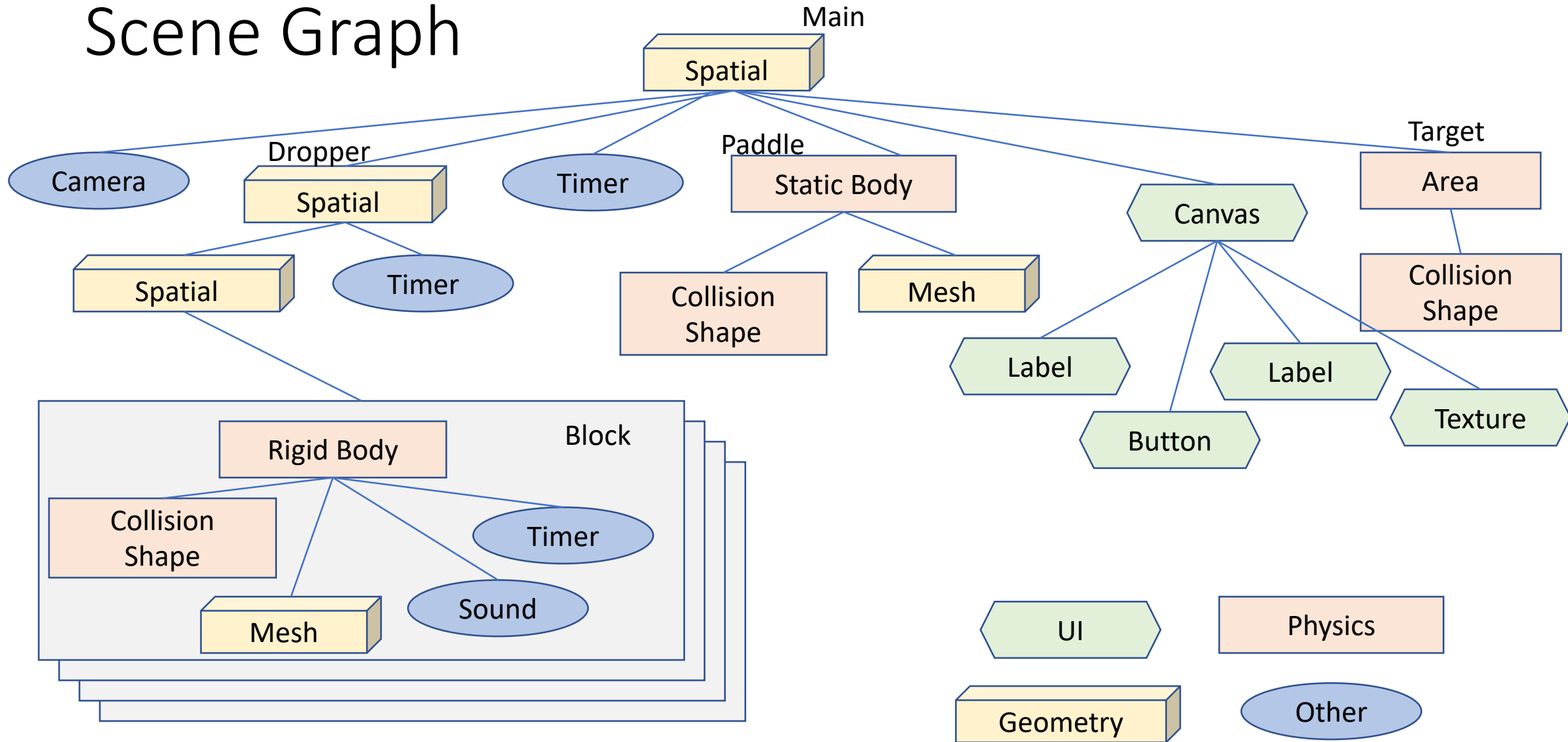
What is the output?

```
int value = Math.abs(Integer.MIN_VALUE);  
if(value == Integer.MAX_VALUE)  
    System.out.println("This is big.");  
else if(value > 0)  
    System.out.println("This is positive.");
```

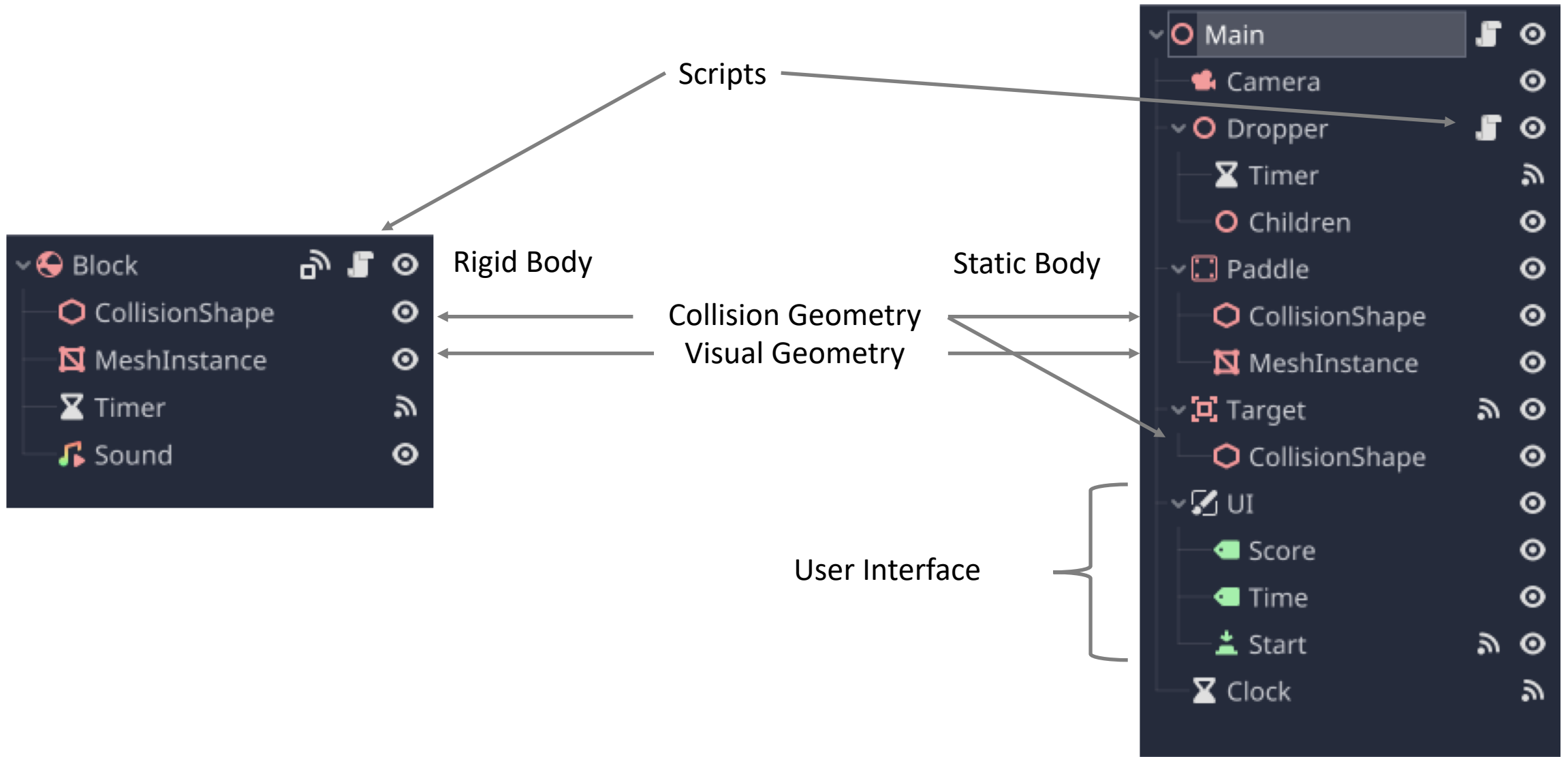
Goals

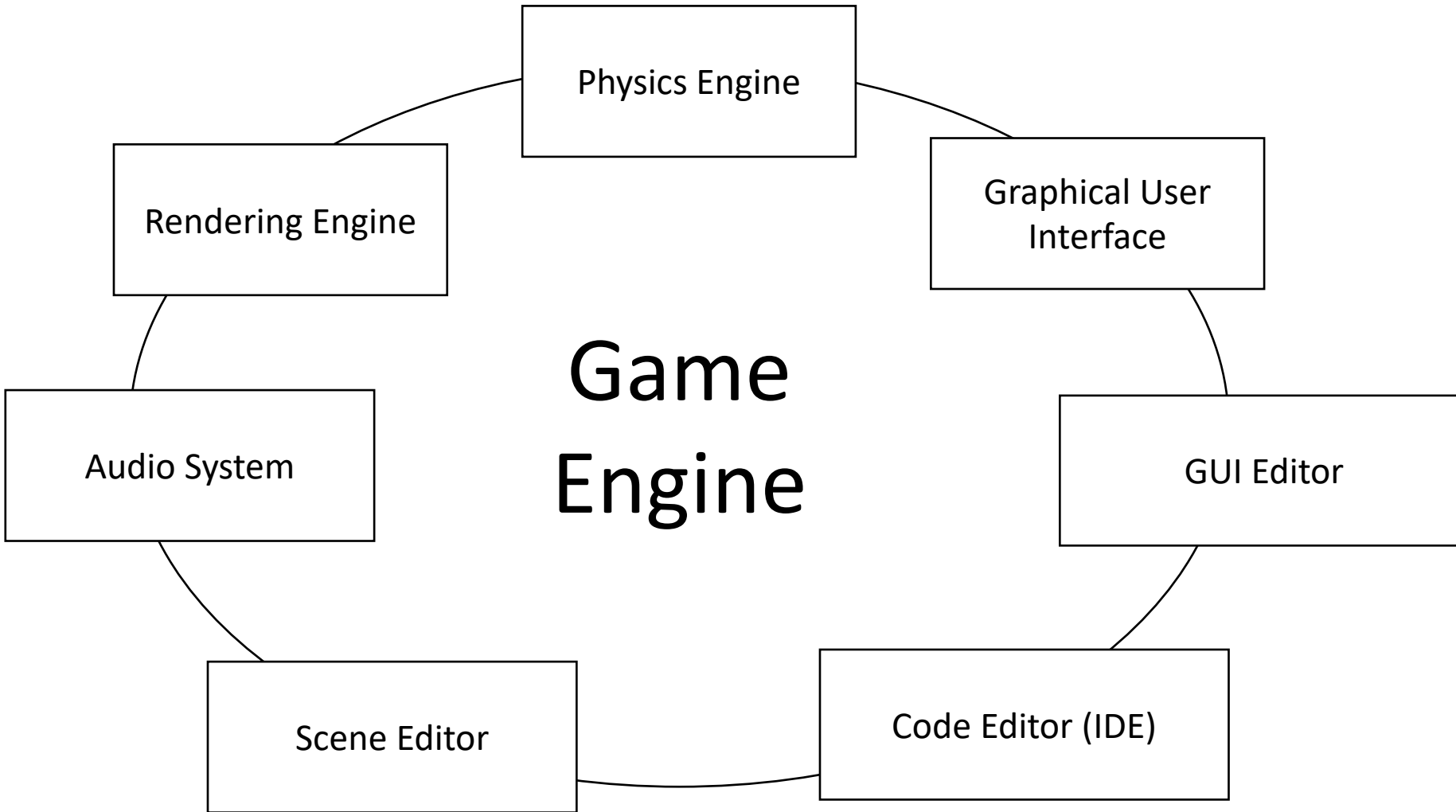
- Create a complete game.
- No pre-made assets (images, models, etc).
- Copy/Paste code is permitted.
- Include explanation.
- Finish in time to eat.

Scene Graph



Scene Graph





Game Engine

- Other Components
- Asset Store
 - VR/AR Components
 - Character Engine
 - Economics Engine

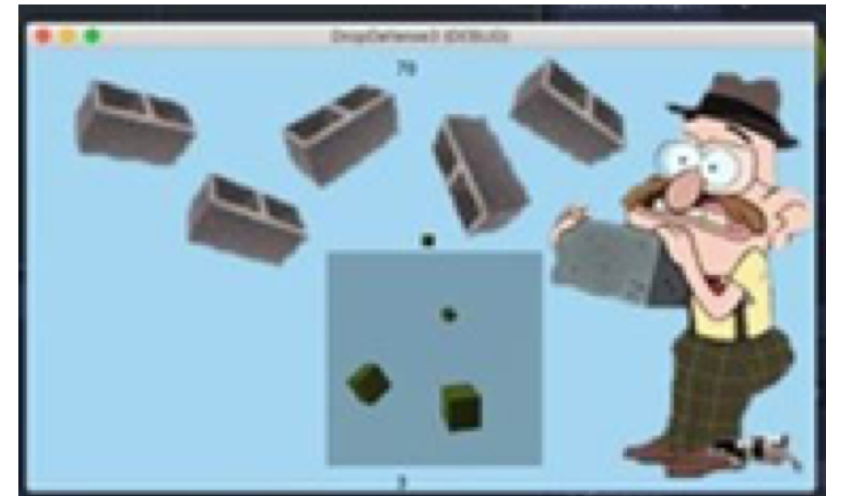
Game Engine Comparison

	Godot	Unity	Unreal
Installed Disk Space	70 MB 800 MB w/ exports	21 GB	114 GB
Small Project*	37 kB	262 MB	183 MB
Recommended RAM	4 GB	16 GB	8 GB
Scripting	GScript, C#	C#	Blueprint, C++
IDE	Internal	Visual Studio MonoDevelop	Internal Visual Studio

*Project size can vary quite a bit, based on 2D/3D, start-up assets, etc.

Goals: Assessment

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GER/CIMS 259: Gaming: Why We Play.

- Offered spring 2024.
- Counts for German or Cinema and Media Studies Minor
- Counts as MI-Humanities for the Gettysburg Curriculum.
- Subjects include:
 - cultural history from Schiller to Huizinga,
 - game theory,
 - analog games including LARP,
 - digital games,
 - moral panic debates (video games and aggression, debates on the influence of gaming on focus and attention span, etc.).

Thank you!