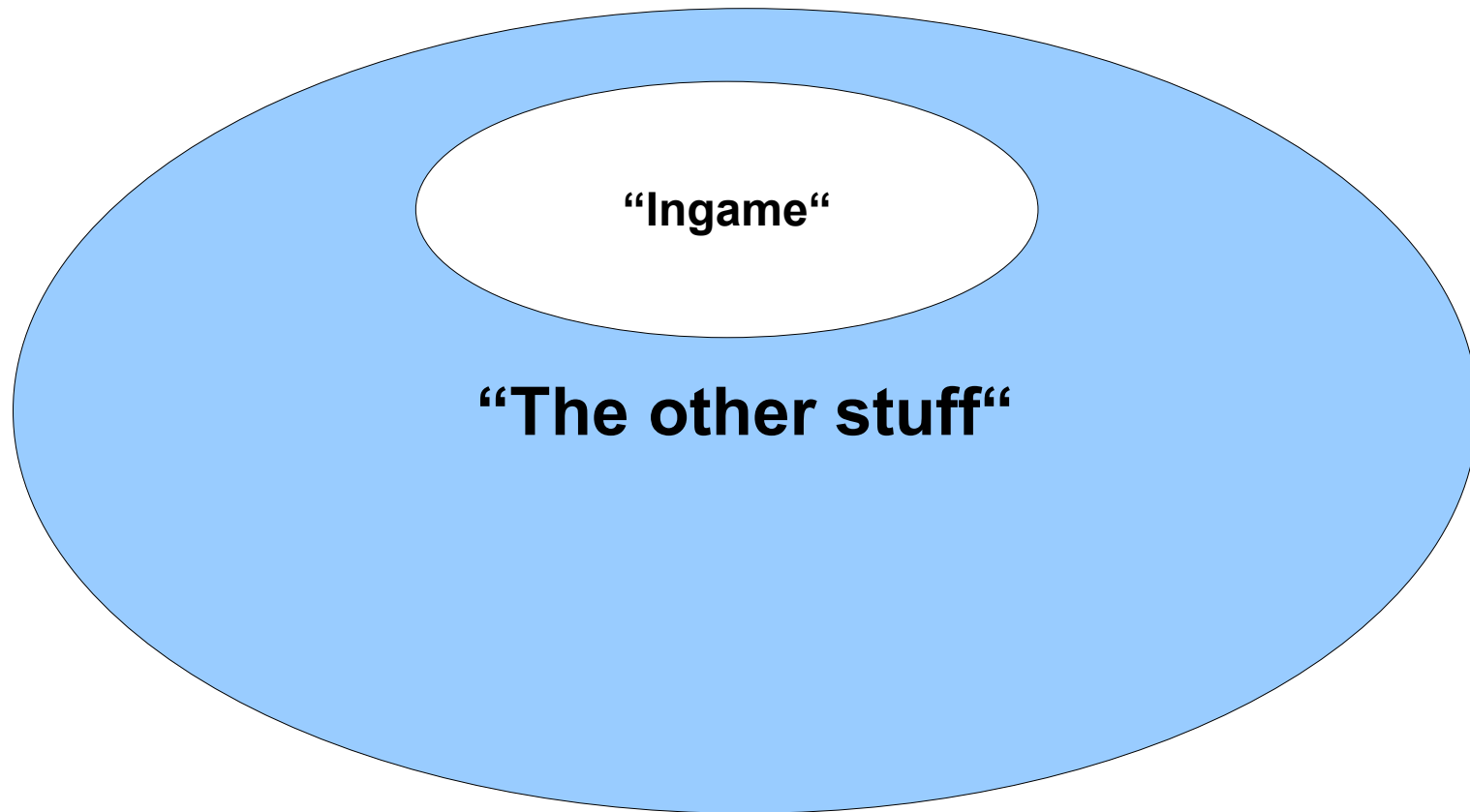


PRACTICAL GAME PROGRAMMING

- Structure of a computer game

STRUCTURE



EXAMPLE: DEATH RALLY

Intro movie:



And splash screens:



EXAMPLE: DEATH RALLY



Main menu, start new game, player configuration..



EXAMPLE: DEATH RALLY



Track selection, loading, prepare for race..

EXAMPLE: DEATH RALLY



Ingame

EXAMPLE: DEATH RALLY



Help screen



Quit race screen

EXAMPLE: DEATH RALLY

Race end screens, car upgrade shop...

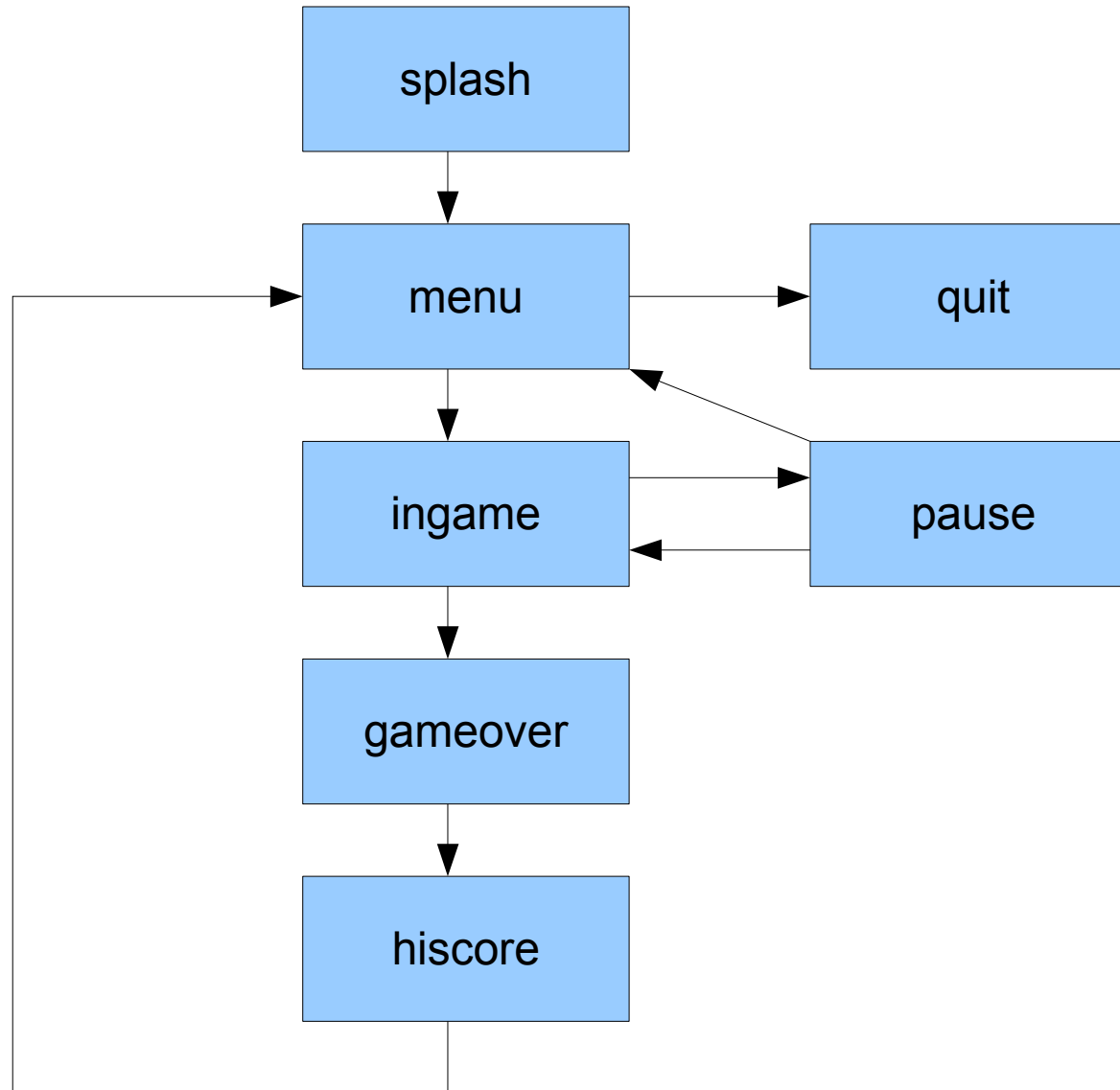


...and so on

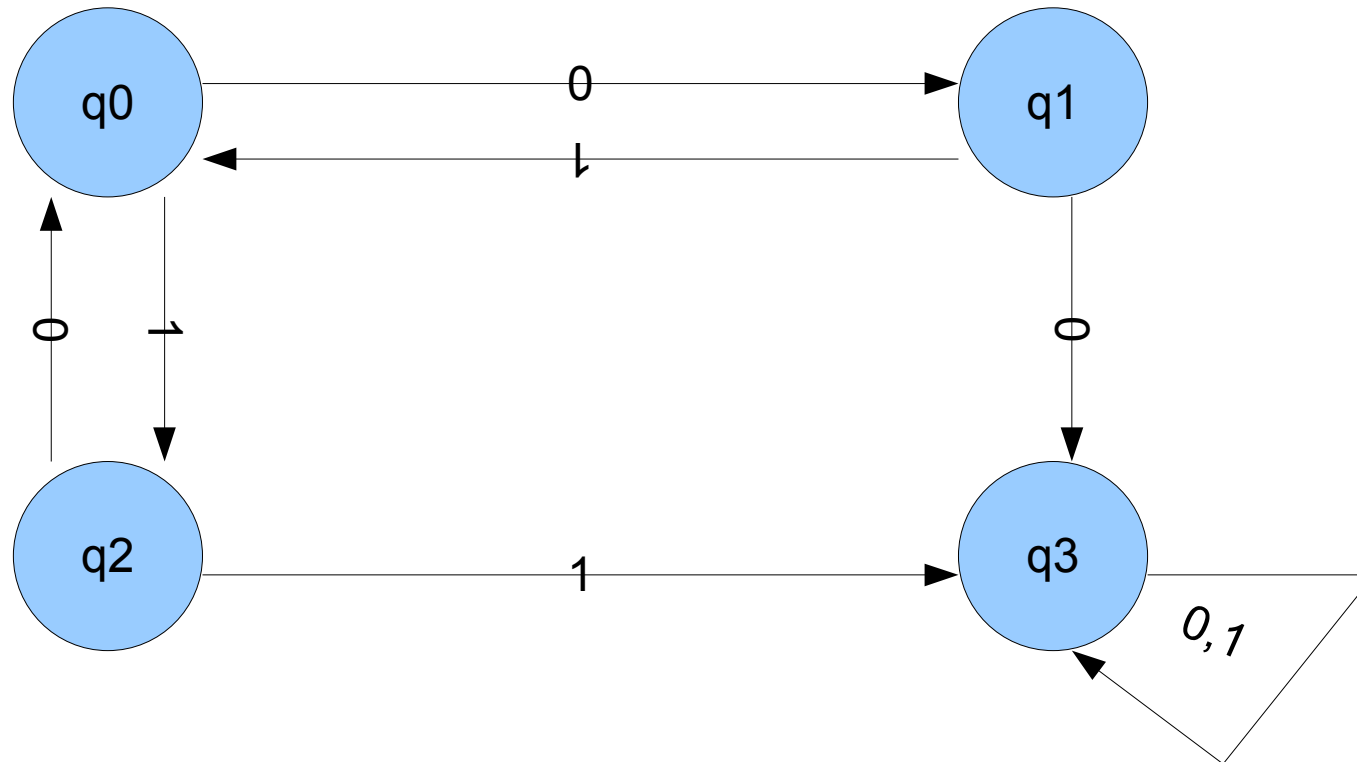
HOMEWORK

- Pick a game, preferably a commercial title.
- Go through all the menus and other states.
- Draw a flow chart, including:
 - All splash screens, menus, etc.
 - Ingame as a single box.
- Basically, if player can change state (move to another box in flowchart), it deserves a box in the flowchart.

FLOWCHART



FLOWCHART



- It's not only a flow chart, it's a state machine!