

Assets

Running your very own database

BACKGROUND

- Basically all games have some assets
 - 2d bitmaps
 - 3d meshes
 - Fonts
 - Level data
 - Text
 - Scripts
 - Etc.

BACKGROUND

- How to manage these?
- For a simple game, just load everything in a global store at startup, and access as needed.
- For a bit more complicated games, well..

GRAPH

- Graphs and trees are useful in many cases.
- Level
 - Enemy 1
 - Enemy script
 - Enemy graphics
 - 3d Mesh
 - Textures
 - Animation
 - Enemy 2
 - ...

GRAPH

- Apart from handy data storage, the same graphs can be used for:
 - Rendering
 - Visibility optimization
 - AI

SAVE GAMES

- Save games can be implemented as serialization of the "game graph".
 - Implement a serialize function for all your nodes.
 - Savegames should include minimal information
 - i.e. Monster's textures should not be there, just the type..

DESIGNING DATA STORE

- How you store your assets in memory depends on your game.
- Think what you'll need, and implement based on that.
 - 2d platformer needs are different than a 2d space shooter!
- Remember the KISS principle.