

- Phase 3
- deadline mostly week 9 24th Nov.
- largest selection out of four Phases
- 3 **distinct** game ideas
- 8 min presentation

Structure: Space ship / data center etc.

- six issues / solutions
- Power / speed
- Repairs / create of status
- speed vs performance

- upgrade / build network

- CIV style game but RTS $\Rightarrow$ Cities Skylines style

- data routing / logic programming sim

$\Downarrow$
With industrial attention
results into this

- Physical - build logic - plug side

- in a box for safety?

Week 6 notes - [active videos on .com](https://www.youtube.com/watch?v=...)

$\hookrightarrow$ small games - some ideas

$\hookrightarrow$ how maybe useful for such projects

- Bitsy - Twine - Look at for prototyping.

- MAKE LOTS OF PROTOTYPES

le

Professional contexts 3

Thursday, 30 October 2025 13:33

Bev — Sr. Game Designer

- 7 years in industry
- was going to do physics
- art foundation



Focus on the physics transition and talk about excel and approaching economy balancing

career

- senior school
- VEX freeware
- applied many Sr. roles
- why hired - liked actual process
- helping create levels
- fleshing out documents
- leading game design
- designing features
- pitching ideas
- feedback

Sr. Publishing Designer

- quite a different role
- making decisions / taking responsibility for them
- working with a lot of different people
- manager of grad scheme
 - ↳ teach / mentor grads
 - ↳ create learning plans / targets

company → Kualee

- developer / publisher

C.S. puzzle games
Survival adventure > mobile

Town to City
↓
Core City builder ⇒ PC

design - E. Century design
feature design

- morale is important for leading
↓
- very

Jobs in the industry

- think art
- level design
- 3D artist
- Concept artist
- QA
- Sound design
- producer
- Animator
- Community managers
- User Acquisition
- Game Scouts - Publisher
- Product
- Tools

AAA not the only way

- Indies harder to get into
- Steam is dead but browser based alive

— Slack is dead but broader based early back

— Lots of cross discipline

— may have to do a lot of writing

— basics are important but not too deep

— Rich Stanted Portfolio

Portfolio

Slow off lot of work

— write about your contribution

— Extra - self led e.g. redesigns

CV -

don't lie!

— copy key words from the listing

— list highest levels for education points

— list other jobs

— list experience using industry tools

— Unique cover letter - not full page

— big paragraph

— link any playable relevant games

— Bullet points

- Seems on readable and printable

inter view points

- Show passion
- explain opinions
- Examples of issues - how over time

— research the company

- need to know what they're doing
- be able to answer questions about the company
- ask questions about the company
- sound enthusiastic

— Q clarity in facts

- any given with clarity will need clarity to believe desire of/balance

— Pay structure

— PC Paid up front

— make free to pay

— Q info about graduate scheme

— not currently open

- look specifically early for great sounds
- inter wheel
- working but I deny teaching
- Q how big is studio
- 200 ish
- Q any thing specific to sb about in interview
 - portfolio and justification - want to know
- Q what have you worked on
 - detailed wheel design - original clay.
 - can't discuss much
- Q what was it like to work there
- hard, u hard
 - ↳ needed state a lot
- Q what does your design test look like
 - Come up with 1 page pitch for mobile game - given 2 hrs play the 3d self
 - concise and clear
- Q what does design look like
- Set up office
 - ↳ shall ahead of work
 - ↳ stand ups with each some working with

... with each some working with



3 atm

5 mobile atm - 5 internal
laptops

↳ more specific meetings



avoid crowd the zones

↳ some time for work after lunch

↳ specific meetings for problem resolution

↳ playing latest builds and note taking

↳ 2-3 stand ups a week each time

- Q is getting ready

- maybe - hard to change engine because
of tools developed in company

- Q web feeds ?

- a way to let out of cypp stores

- Q tips for project

- Scope

- things always take longer than expected

- cut like whole process - make c...

unt the whole process - make sure it's not frag

- Look at motivations

start 40's ?

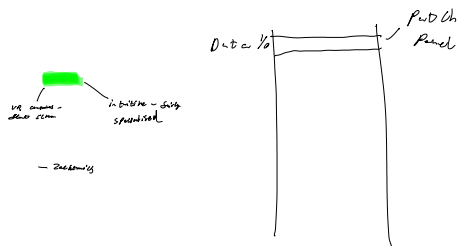
comp 5 company

data flow control - Server - 1 room

Spin and config. rank

add to have the money

Look into routing app's



- additional re search

OST model

I.T. Company

↳ crisis are - data can be merged?

Elements

- power but get

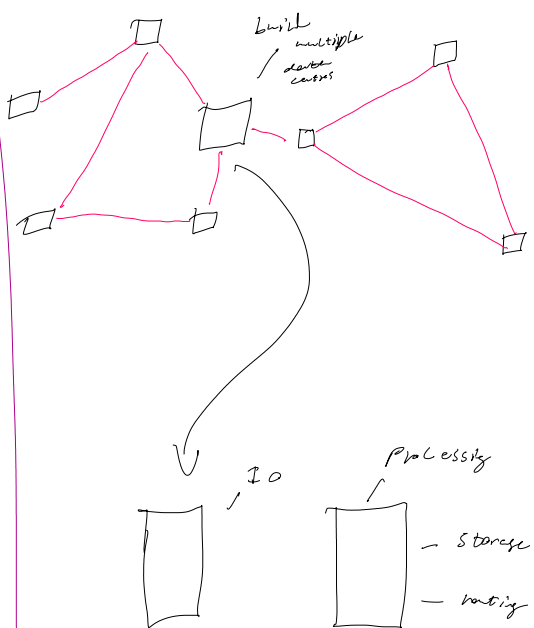
- Iops

- Essentially (score) Tops

- money - hardware cost

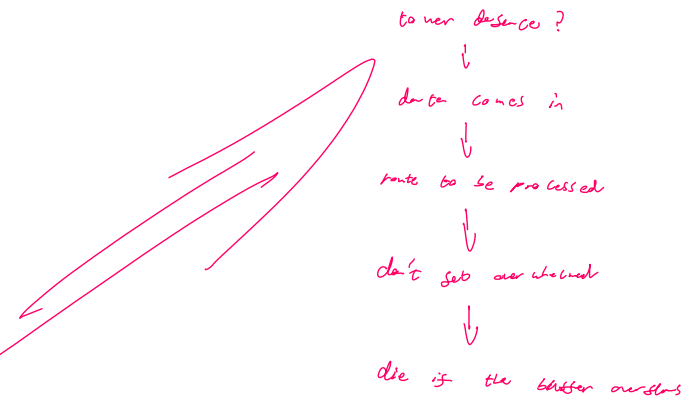
- on selling cost

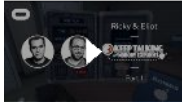
— Stone for
residue?



— move to idea 2







this style of 3D object $\Rightarrow$ server rack that you manipulate in 3D $\Rightarrow$ plug cables

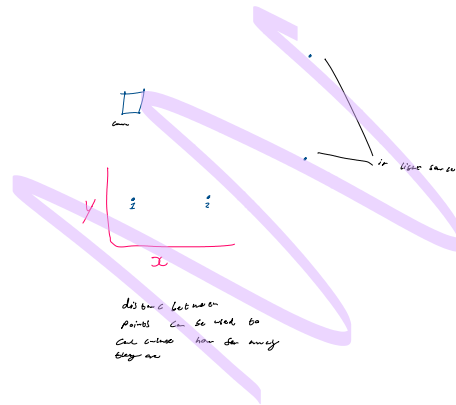
$\Downarrow$
pull server out of rack (drawer)

open server to modify components

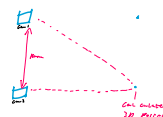
sin this $\Leftarrow$
- too complex for developers i.e. 3D assets
- complicates game play too much

$\Downarrow$
pull out tablet / bar top to allow configuration of task assignment $\Rightarrow$ 2D map of net work

$\Downarrow$
starts showing an HUD in real time - 2D display
- VR can emulate



$\Downarrow$
do not need to use



VR Controller

rs #
array

□
Controller

Pitch & roll from 6 ax sign

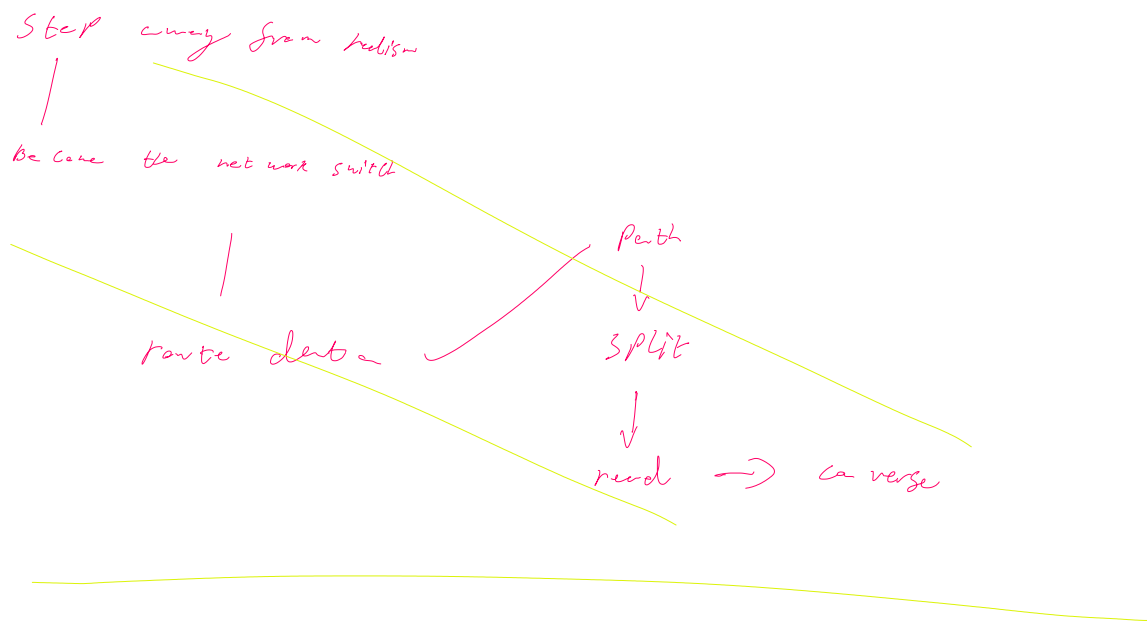
Yaw from ns signal + Ph

Use slope both !

to

used array

!



city is for structure
switcher



tasked with building
how broad level in for structure



replacing subscribers live

auto coding handle
↓
change connecting
too similar

optical logic?

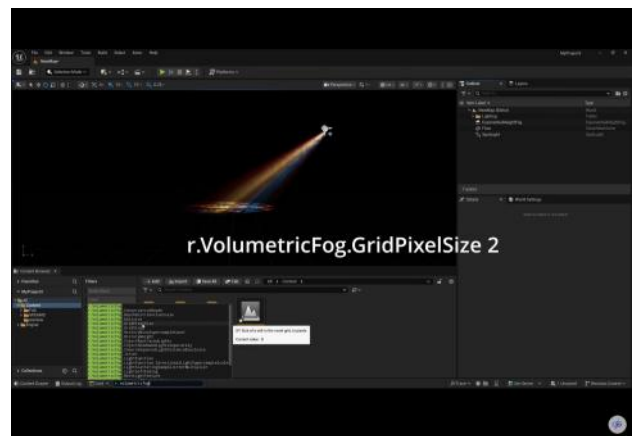
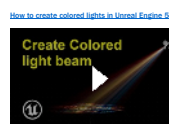
↓
OR NOT
NOR EOR
AND ENOR
NAND



↑
Thorlabs components

laser p22 le gas - 2D or 150

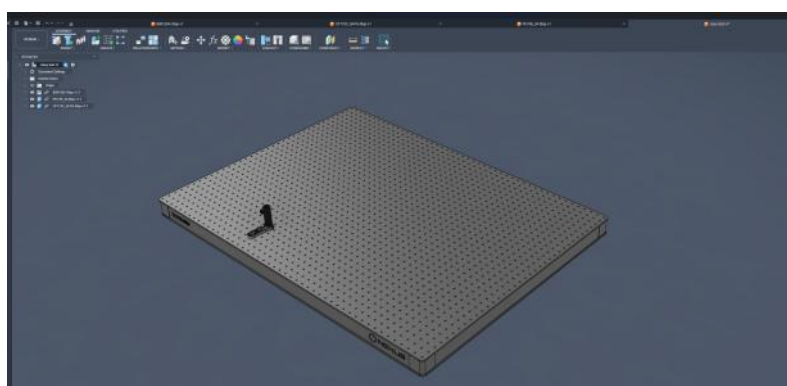
↓
Power Point proto type





vt)

? $\Rightarrow$ NO. 3D — make pretty
 — Venustic UE 5
 — Portal esque?



↓
 models available online
 from Thor Labs etc.

Could be used for mock up

Project



Super Virtual

<http://www.maddy.com>
<http://www.maddy.com>
<http://www.maddy.com>

- Source (laser) - how does it work?
- Splitter (beam splitter)
- Prism (separate out output rays)
 ↳ generate → define the geometry of the
- Lens (converge or diverge)
- Light detector - must be exactly perpendicular
- optical amplifier
- edge stop filter
- band stop - notch filter
- band pass
- non linear optics - frequency doubling
- dichroic mirrors



Beam splitter
 A - input ray
 B - output ray

- Source
- array to describe λ vs intensity
- array to describe beam profile
- output power
- divergence angle
- Splitter
- input ratio
- input source

- output source x ratio (
- output (input source) - output

- source
- input source array
 ↳ generate pattern
- use texture!!!
- create new 'beams' at maximum
- output all

clear my

✓

insity

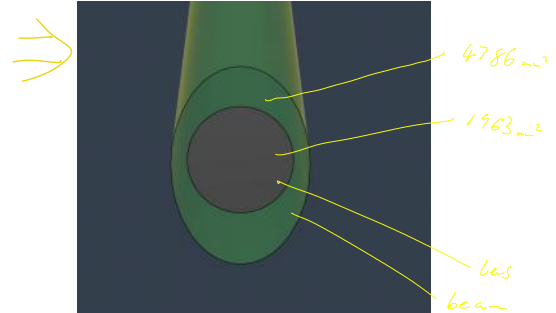
(Power)

t. Soule Rents

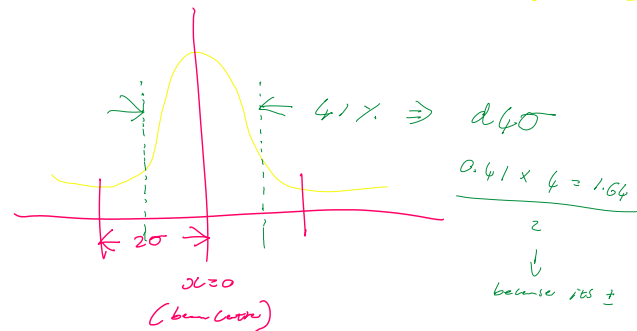
Lens

- width @ input calculated from distance
if greater than element width then
the beam profile using the radius
to aim out of it

Ex-



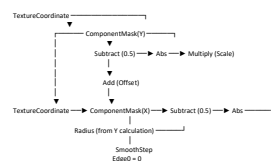
→ 41% pass through area



- note Light intensity = power
(for same engine)

remit @ either incoming incident diameter or lens diameter =
angle based off of incident $\Rightarrow$ Can verify
diversity mo

Ray Sim in browser
- Good for visualization



and diverge angle
 reduce power by cutting
 of area in the lens



$$\begin{aligned} & \pm 0.12 \sigma \Rightarrow 58.06 \% \text{ Power} \\ & \Rightarrow 0.12 \end{aligned}$$

x constant

where is smaller

ly = less
 re

- fibre

- focus not connection

- incident beam diameter $\Rightarrow$ transmission %

- Collimator at exit

- optical amplifier

- focused in put

$\hookrightarrow$ check 'divergence angle'

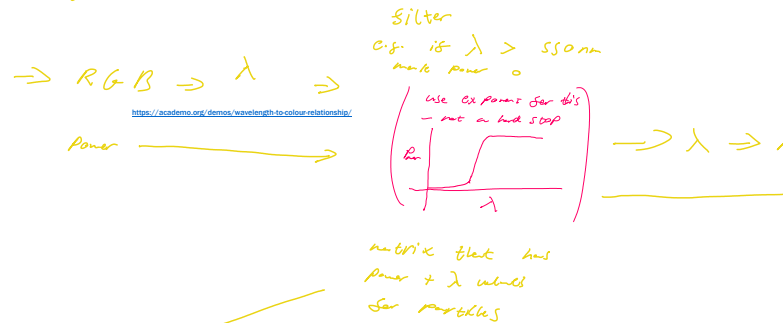
$\hookrightarrow \Delta\theta$ with respect to distance along axis

- increase power (Look into the Physics now)

$\hookrightarrow$ suffer of in part?

- output based on amp

- edge stop



other filters

Just apply different cluses

freq. doubling just $\lambda/2$



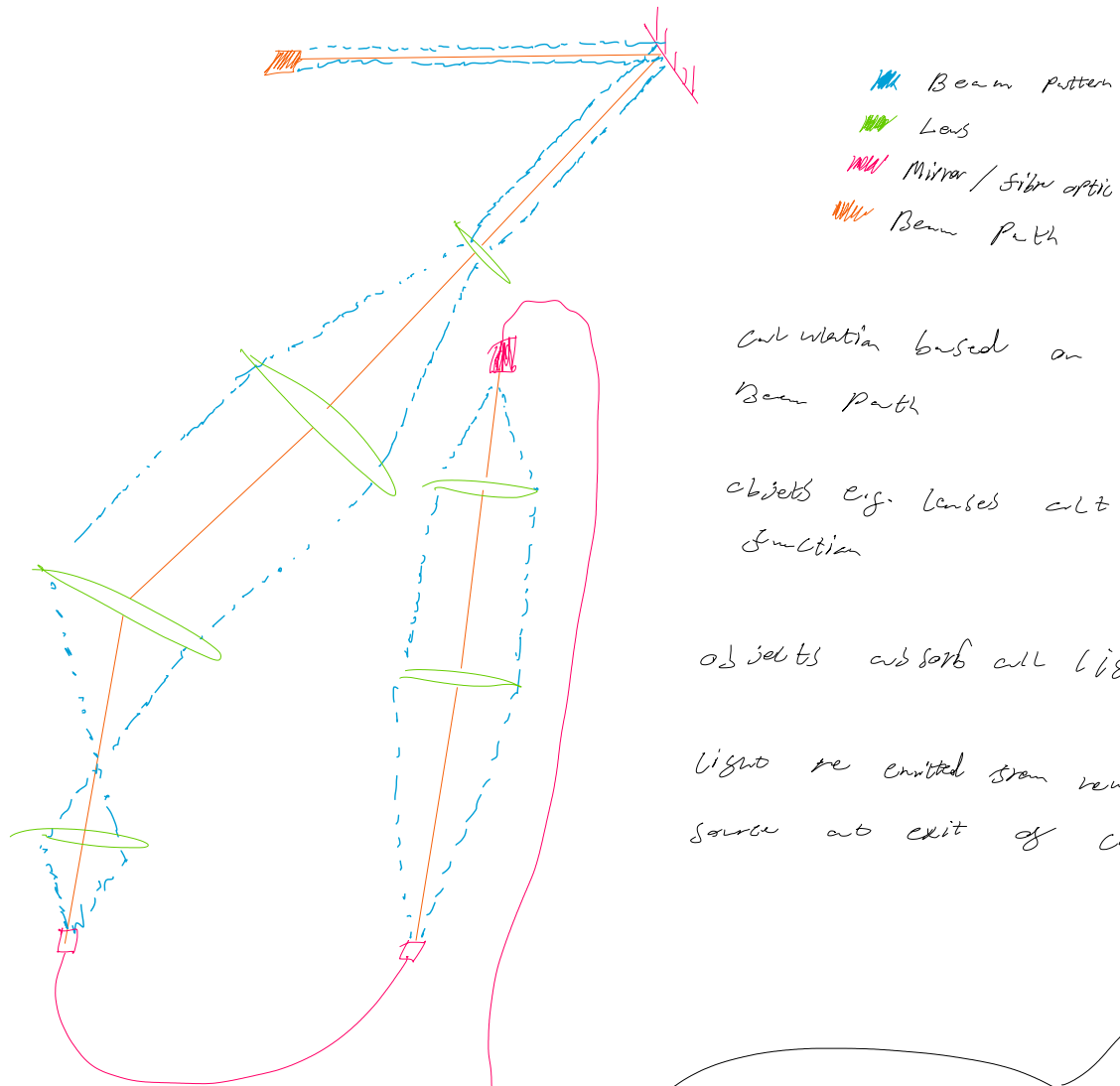
dichroic mirror

if $\lambda < \alpha$ now beam at θ

if $\lambda > \alpha$ now beam at α

θ or α = ~~parallel or perpendicular~~
~~to its axis~~
Sheets low

instead of textures partical system?



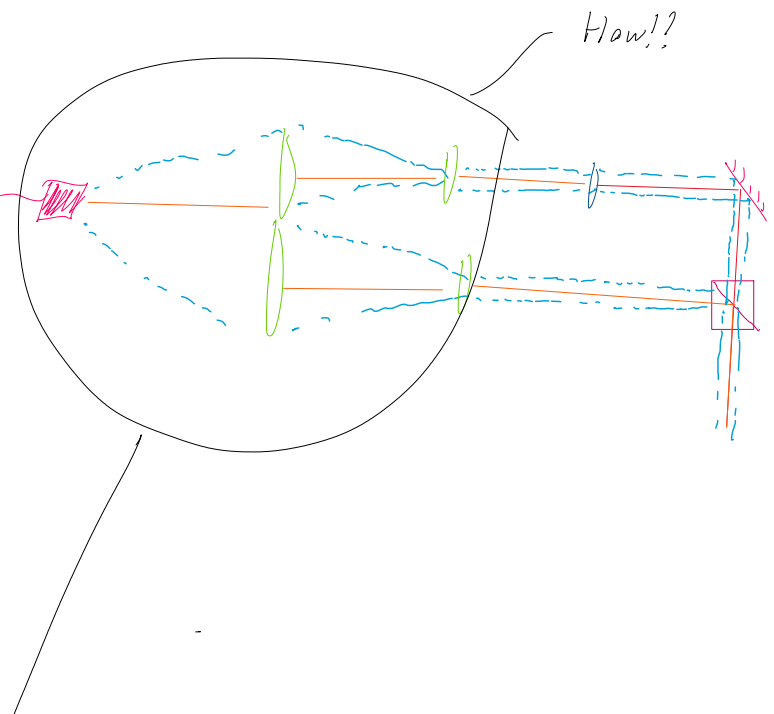
calculation based on
Beam path

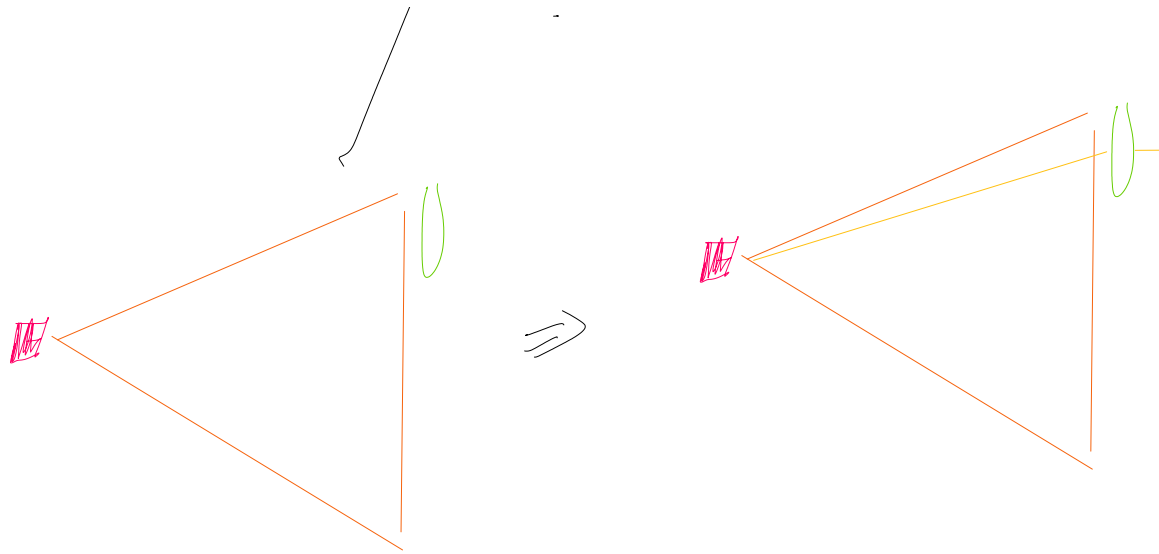
objects e.g. lenses act as a
function

objects absorb all light

light re emitted from new
source at exit of component

- Some fixed
- Some movable
elements

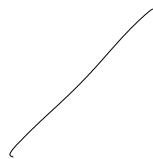




→ constrained by fixed components

→ spread beam power draging

• 2 Parts



Component

Staging / plant form

→ Sound

✓ → mirror

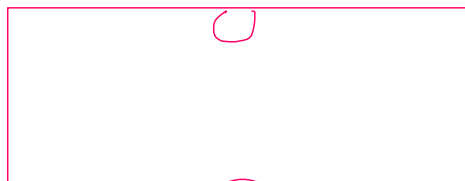
elements

ce (laser)

or

...?

round



-
- modular tiles
 - attach to components on top
 - allow for different sizes / configs
 - sliders??
- ✓ - mirror
 - ✓ - can be
 - ✓ - can be
 - ✓ - splitt
 - ✓ - dicr
 - ✓ - filter
 - goal (k

- General considerations

- Scale - size of 1
 - Grid structure - square
 - iso?
- 

cor

ex lens

ve lens

er

mirror

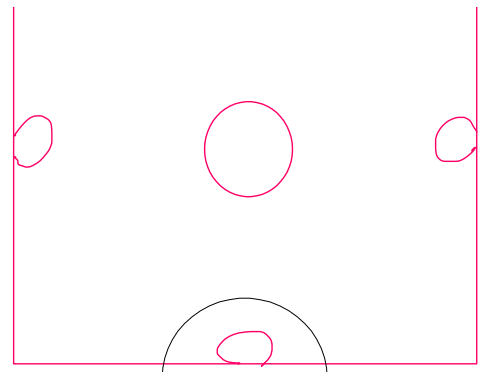
beam down p)

unit

?

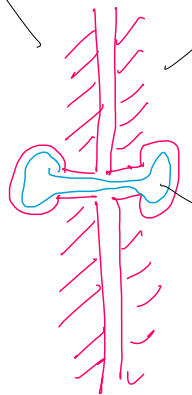
round
sawed
holder

square



1 tile

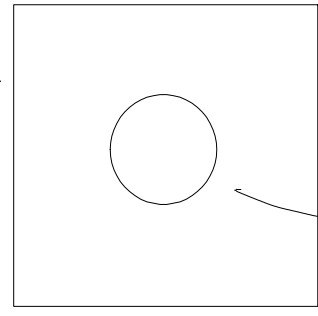
type A



draw an white board
to test

50 mm

50 mm



$\varnothing$

(top)

style B

Bow tie
connector

8 mm

✓

Either makes sense

but square allows simple

er can fig.

