

Semester 1

Week 1
Monday

- Important stuff!
- Show at end of year.
- Accommodation funds not from uni.
- Don't waste time
- Live inspired video.
- more you put in, more you get out.

~~Job Roles~~ -

- Create a great Project.
- Cultural Producers.

- GameMaker & Coder.

- 1 Year (more like 24 weeks).

- DO NOT!!!

- Come in only when you have to.
- Expect to be told what to do.
- Be satisfied with just enough.
- Wait to be asked.
- Suffer in silence.

- Do!

- Take responsibility
- More than you think was possible.
- Sign up for everything.
- Turn up for everything you signed up for.
- Ask questions.
- Use the studios x5 days a week.
- Use the studio spaces.

- Remember!

- You are part of a learning community.
- You will learn more from community than tutors.

- Say yes
- Take challenges
- Work smart
- Be grith third
- Take risks

"In the particular lies the universal"

- James Joyce

- What do you desire?

- Alan Watts video

- What makes a good working environment?

- No crunch

- Supporting people

- Sunlight

- Mutual interest

- Productive

- Equipment

- Decorations

- Salary

(cont)

- In appropriate behavior is not tolerated

- Studio setup

- What makes us happy

- Relationships

- Experiences

- Sense of making a difference

- Impact

- What you're good at

- What you enjoy

- What value you can create for the world

- Intersection of those 3

- Satisfaction

- Producing something of value

- Inspiration, think

- Ambitious

- Creative

- Different

- The brief

Research Phase

- Research skills

- Brainstorming

- Reading

- Discussions

- Visual Exploration

- USPs

- Brainstorming

- More reading

- More discussions

~~Phase 2~~ Creative

- Play

- Prototype

- Test

- Create

- Make

- Idea creation

- 'Gdd'

- Consolidate

- Stage

- Play

Hand in 'Gdd'

- Design

- Very much a process

- An investigation that yields clues and direction.

- Alumni tips.

- Don't be afraid to bin ideas.

- Talk to your peers, get relaxed, get distracted, don't change minds.

- Don't be afraid to stand up for your ideas.

- Have fun!

- Network!

- Think of gaming studios to visit!

- Speak to the other years, other classmates.

- Forget about making a game.

- Have a schedule and timetable.

- Use Trello.

- Look after yourself.
- Try to make a unique, rather than long game.
- Try your best to give your game an identity.
- Keep your documentation consise.
- Base your game on something you're excited about.
- Manifest your idea ASAP.

Lotus Method

Nuclear Throne Hades Binding of Isaac
 Cut of the Lamb Action Roguelike
 Spelunky Rust as rain 2
 Roguelite ~~Dead Cells~~ Roguelike Diddy Dungeons
 Dead Cells Last Flame Deckbuilder
 Rogue Legacy Classic Network Stay the Spire
 Dungeon Crawlers Roguë Morion
 Guitar Rhythm
 Beatraking MusicFL Studio
 Keyboard Hip Hip Guitar Hero
 Chords
 Cartoon Network
 YouTube Channels [cartoon]
 Netflix

Sailing Friends Animated TV
 Example of Animation Methods of Traditional (AI)
 Adventure Time Hand Drawn
 Toon Boom Harmony Adobe Flash

1. AI 2.1

Things to do

- Make an action plan
- List 5 things to look at
- 2 case studies
- 20 Photocopies Visual Research / Search
- 20 Bookmarks
- 3 artists

(Action Plan will follow Tuesday notes).

(example)

Tuesday

Tech website

techhub.usagames.com

- The technical journey is the self directed one.

- Technical Session

- Short introduction to concept

- Practice

- Chance to ask questions

- Ross's office hours

- New software

- Godot

- New Unity

- Jetbrains Rider

- Visual Studio

- Slack

- Asana

- InkSpace

- Paint.NET

No admin rights

See Ross :C

- GitLab

- git.soton.ac.uk
- All projects for this year need to be on Git
- Welcome to yr 3!
- Creative freedom.

- Wordpress things to do

- Log into new website
- Add banner to old website
- Create a new post for new website
- Customise new website
- Change design
- Install add-ons

Action Plan

5 areas of interest (AOI)

- Animation
- Roguelikes
- Coffee
- Cats
- Manga

2 case studies

- Pick 2 areas of interest (AOI)
- Write about them on Wordpress.

20 copies of visual research

- Pictures?
- Save to Wordpress.
- Pinterest/Similar websites?

3 artists

- Choose artists from about AOI
- Like Genndy Tartakovsky

- 2 books
- Look for books on ^AAOI
- For example: Roguelike book or a book on the history of 20 Disney films.
- Save findings to word press.
- 2 things to pin up each day.
- Buy Pinboard and Pins.
- Print interesting things from ^AAOI.
- 2 journals
- Again, research from AOIs.

Weekly deadlines.

- By end of week 2
- Finalize ^AAOIs.

- End of week 4.

- Finish visual research.
- Complete visual research.

- End of week 6.
- Finish artist research.
- End of week 8.
- Finish journal / Book research.
- End of week 10.
- Finish case studies.

- ~~End~~ End of week 11.
- Finish up / Polish work.

- week 12.

- Submit.

- Research (visual), i.e. other media
- Games with elements of chosen AOI
- Also, movies, ~~TV~~ TV shows, books
- Consume stuff in studio time and take notes.

Week 2

Themes

- Hand Drawn 2D animation
- Fantasy Solarpunk and Renewable energy
- Sustainable Fashion with ability and stet changes
- Cat companions