



Developing Games On The Macintosh

By Dzul kiflee Taib, Take This Deal Pty Ltd

Outline

- Mac as a game development platform
- Development paths for the mac platform
 - Allegro, Garage Games Torque 2D and 3D
 - Cocoa
- Publishing
- Resources
- Game Development Demo

Few Questions?

- Anyone knows how to program games?
- How many done on a Mac?
- How many (God forbids) don't use Macs?
- Anyone interested in producing their own games?

3 Good Reasons To Listen

- Game development might be your next money making opportunity
- Make me look good
- 3 Prizes giveaway at question time.
 - 1 year hosting by TakeThisHost.com
 - \$50 USD Developers grant from TakeThisDeveloper.com

Intro

- Interesting era for us to be in
- Games are not just for kids
- Booming video games industry

Global computer game industry	\$US 30 billion p.a
Australian combined software & hardware sales	\$AUD 825 million p.a.
Australian export revenue	\$100 million p.a. expected to increase to \$A500 million in 2005 & \$A1 billion in 2010

Intro (cont)

- Booming downloadable games industry
 - Internet as a catalyst
 - Easy distribution of games
 - Mostly 2D but no problem!
 - Dzul's technology circle theory

Mac Game Dev Platform

- Mac more feasible as a game development platform than ever
- Apple's growing bigger than ever
- Existence of cross platform development tools
- Be a pioneer and make it big than doing what everyone does and be an average Joe.

Creating your own games

- So everyone wants to create their own game? Why?
- Nothing would be cooler than to get paid making your own games.
- Reality: Game Dev is hard life, full of caffein injection, junk food, lack (no?) social life

Fear not!

- Even pro game developers have to start somewhere!
- Best way to do it is to start writing games!

Tips on getting started

- Don't expect to create Doom 3 the first time around
- Start something small that is fun to play and you can FINISH!
- Prototype first to demonstrate ideas
- Beware of designing too much initially

What are my options?

- Choose whether to do a cross platform game or a Mac only game
- Need to pick a Library.
 - Allegro
 - Garage Games Torque 2D and 3D
 - Cocoa (Mac Only)
 - Catapult

Sidenote

- No matter which programming library you choose
- It boils down to programming skills
- Game specific algorithms, techniques

Garage Games

Garage Games Torque

- Garage Games is a “unique internet publishing label for independent games and game makers. We want to give any and all gamemakers the opportunity to publish their games, find their audiences - and perhaps make their fortunes.”
- Products (3 Platforms)
 - Torque 2D (Demo)
 - Torque 3D (Demo)
 - Torque RTS Starter Kit (Demo)

Garage Games Torque II

- Indie License
 - Only \$100 USD
 - <\$250,000 Revenue
 - Self funded
 - Must be making games
 - Display logo on title page

Allegro Library

Allegro

A game programming
library

Languages: [Česky](#) [Deutsch](#) [español](#) [français](#) [Italiano](#) [한국어 \(Hanguk\)](#) [polski](#)

Allegro

News
Introduction
License
Contributors
Older news
Logos

Downloads

Latest version
Older versions
CVS

Documentation

API
FAQ
Tutorials
Books
Wiki
The future

Support

Help
Mailing lists
IRC

Games,
Utilities,
Libraries, etc
Allegro.cc

Misc

DIGMID
Links

Allegro is a game programming library for C/C++ developers distributed [freely](#), supporting the following platforms: **DOS**, **Unix** (Linux, FreeBSD, Irix, Solaris, Darwin), **Windows**, **QNX**, **BeOS** and **MacOS X**. It provides many functions for graphics, sounds, player input (keyboard, mouse and joystick) and timers. It also provides fixed and floating point mathematical functions, 3d functions, file management functions, compressed datafile and a GUI.

Read more details on the [introductory](#) page.

News

27th of June of 2005 - Allegro 4.2.0 beta 4 released!

This release is a Work-In-Progress that adds features and corrects problems with regard to the 4.0 codebase. It is API (source) compatible with 4.0.0 on every platform, except for a few minor changes (see [docs/html/api.html](#)). Here is a list of the principal [changes](#) since version 4.2.0 beta 3:

- The **grabber tool** plays nicer as a windowed application.
- Fixed compilation problems related to **get_modex_screen()** on **UNIX** and deprecated it.
- Fixed compilation problems for the assembler code with newer binutils.
- Optimised **fixmul()** for different platforms.
- Fixed an arbitrary limit and memory leak in **get_config_argv()**.
- Fixed a problem in **allegro.m4** and **automake 1.8+**.
- Removed the `256 items' limit from the **dat utility**.
- Fixed a crash in the **GUI** if a new dialog was opened while a menu was still open.
- Fixed crashes with the keyboard driver under **Solaris**.
- Fixed a bug where the hardware mouse wasn't displayed in **Windows** until the mouse

Allegro

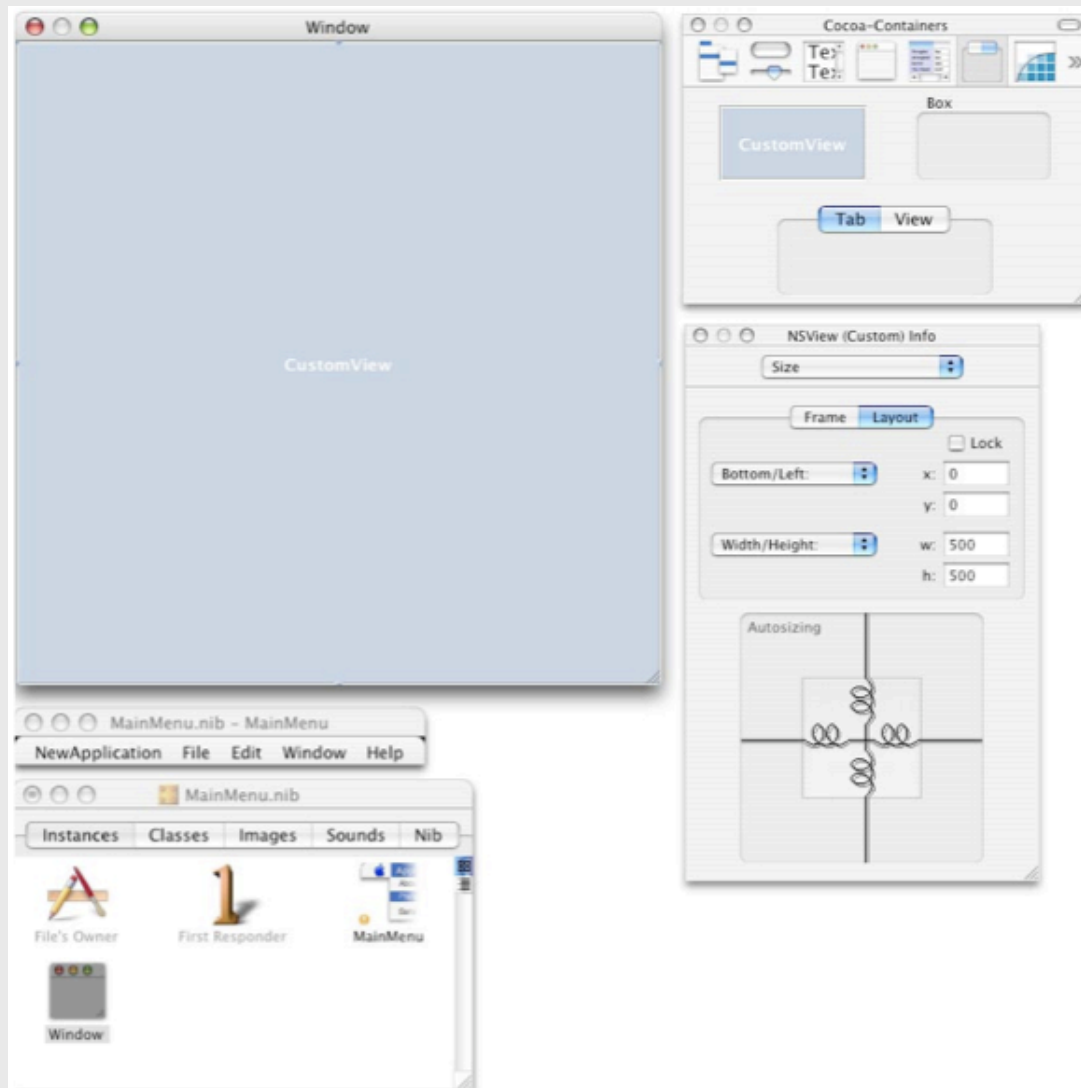
<http://www.talula.demon.co.uk/allegro/>

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Cocoa

- Used to be more difficult with DrawSprocket and Carbon porting
- Now easier with fully supported APIs
- Need to be able to:-
 - Setup Screen
 - Draw graphics
 - Play Sounds
 - Accept Inputs

Cocoa



Cocoa II

- Display Management: CGDirectDisplay
- Graphics: NSBezierPath and NSImage Classes
- Audio: NSSound (limitations)
- Input: Event mechanism or HID Manager API

Publishing Your Games

- Garage Games (Torque)
 - 50% royalty for non-exclusive or
 - 65% royalty for exclusive
 - About 5% fee
 - Good games USD \$5k/month worst games around USD \$100/month

Resources I

- Australian Game Developers Conference
(1-3 December 2005, Federation Square)
<http://www.agdc.com.au>
- Sumea Launchpad ANZ GameDev
<http://www.sumea.com.au/>
- iDevGames.com
<http://www.idevgames.com/>

Resources II

- Apple's Game Development Page
<http://developer.apple.com/games/>
- TakeThisDeveloper.com
<http://www.takethisdeveloper.com>
- Crash Education
<http://www.crash-ed.com>