

Week 1, Video 1: Course Introduction

A Truly Unreal Curriculum

Overview

Lecture: **Week01_Video01_CourseIntroduction**

The objective of this lecture is to give you a curated introduction to developing your own games with Unreal Engine.

Outcome

Students will get a grasp of the content and structure of the course “A Truly Unreal Curriculum” which will teach them how to create the popular game, “Pong.”

Game Development Pipeline

- The game development pipeline is the complete methodological process of developing a game from conception to completion. The most basic stages of the game development pipeline are:

Idea → Storyboarding → Design → Development → Integration

- Each of these stages can be expanded further into smaller and smaller stages



Roles

- The game development pipeline has a number of roles:

Game Designers	Responsible for developing the core goal that will drive the game.
Script Writers	Work with game designers to form the narrative of the game.
Artists	Responsible for storyboarding or producing concept art for the levels, characters, and other objects in the game.
Asset Team	Creates 3D models and textures for the actors and objects in the game.
Game Developers	Utilize an engine to bring together all the components of the game. They work in coordination with all members of the team.
Feedback Team	Responsible for testing the game to make sure it is ready for release to the public.
Marketing Team	Responsible for the marketing campaign during the pre-release of the game.

