



Swords and Shovels: Game Managers, Loaders, and the Game Loop

DESIGNING A GAMEMANAGER



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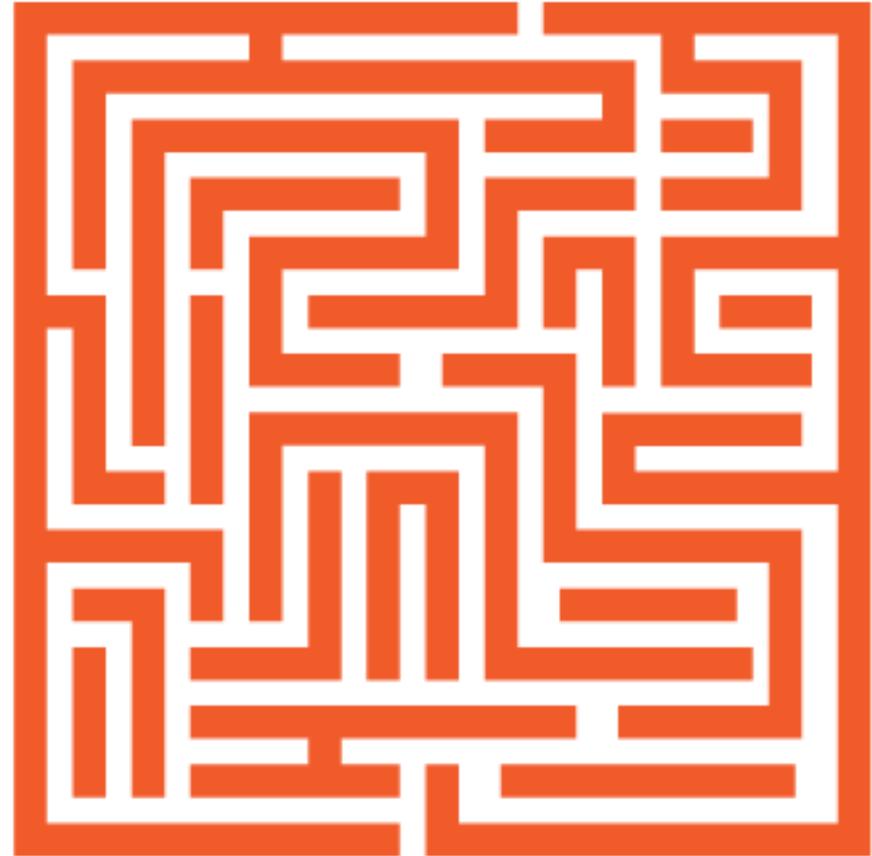


Games are a collection of
systems.





Prototype

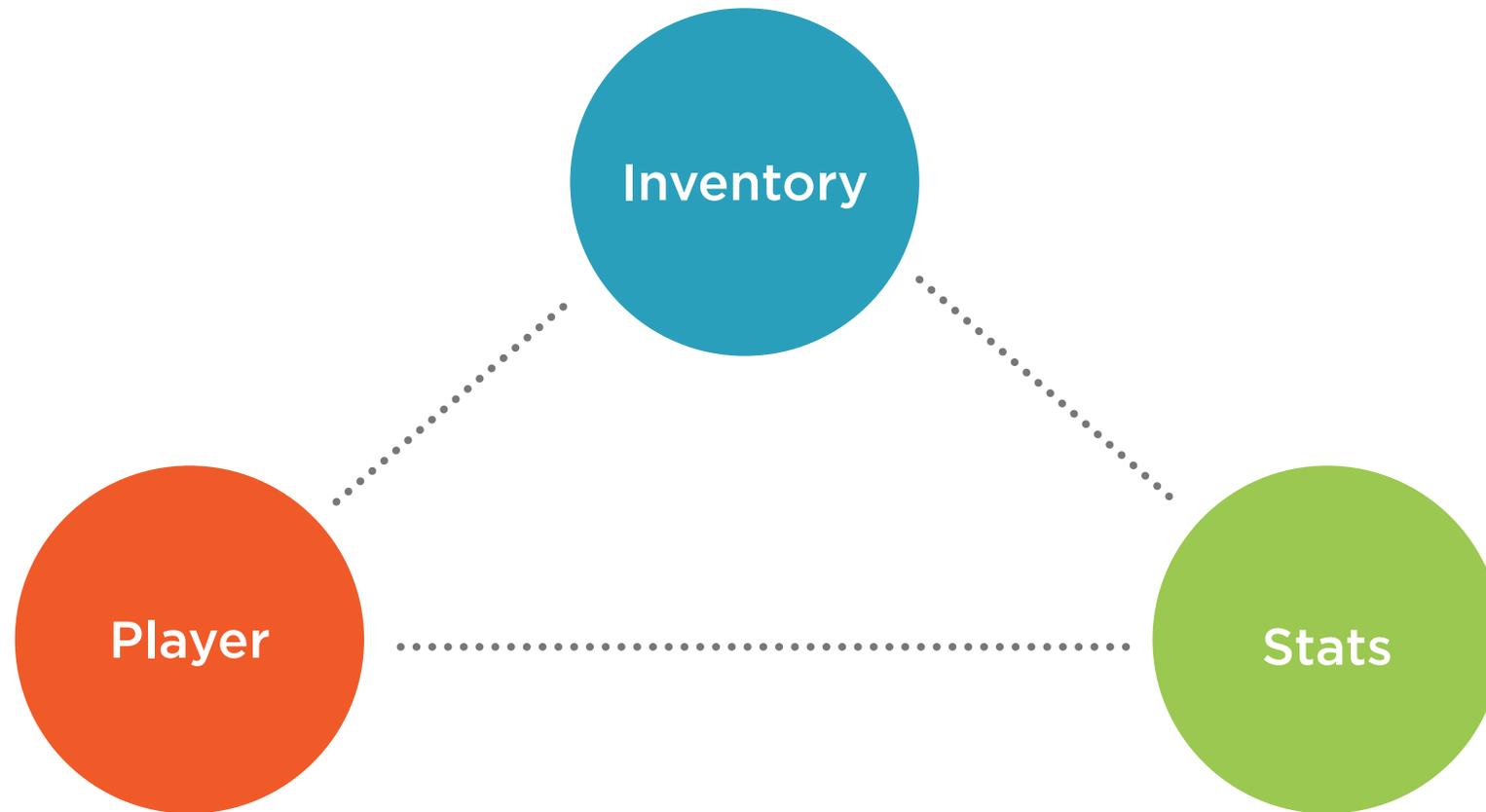


Full Game



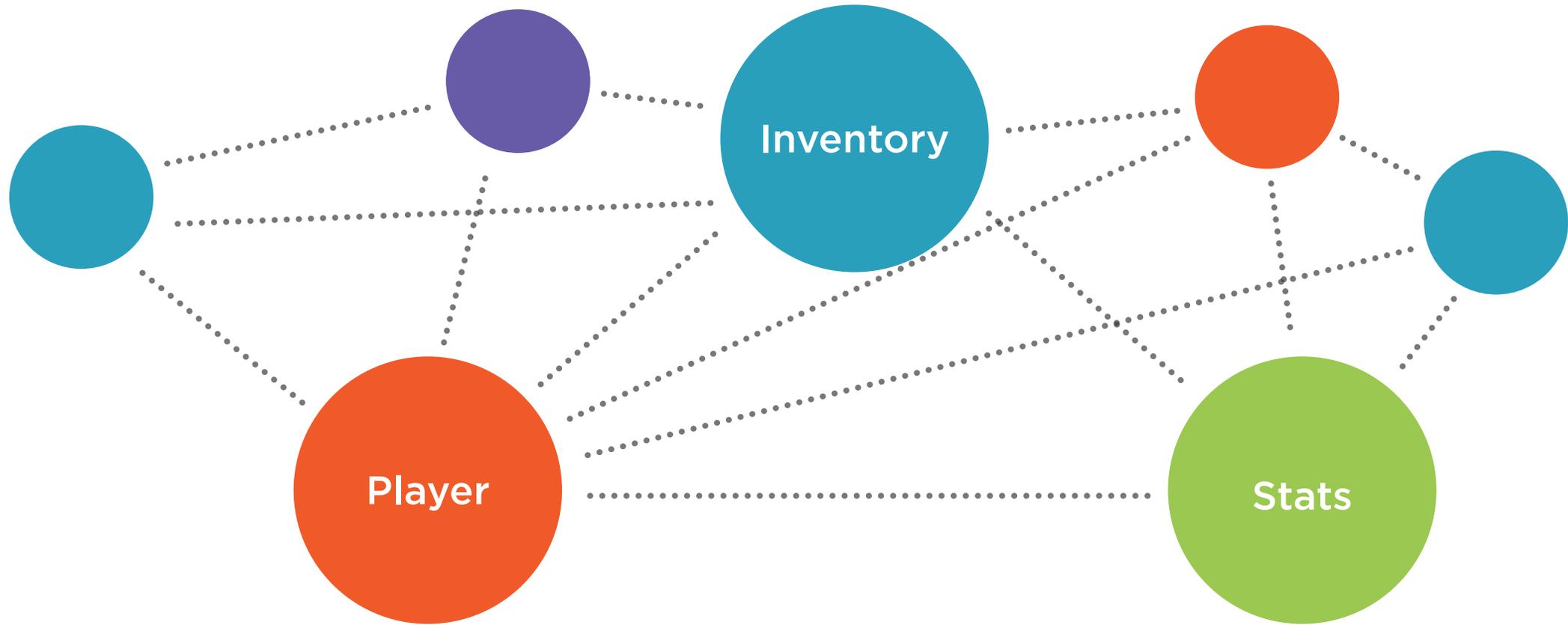


Game Systems





Game Systems





Complicated systems are
hard to debug.





Game Systems





Game Manager



A central location for data

Determines who can change what

Informs other systems of changes





Persistent Systems





Game Manager





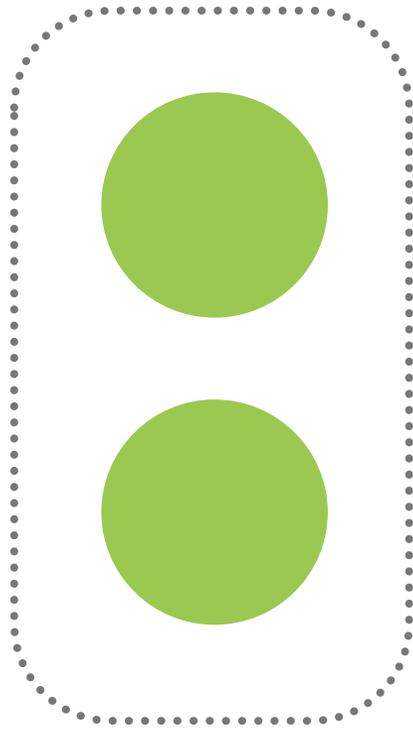
Globally accessible
for the life of the game



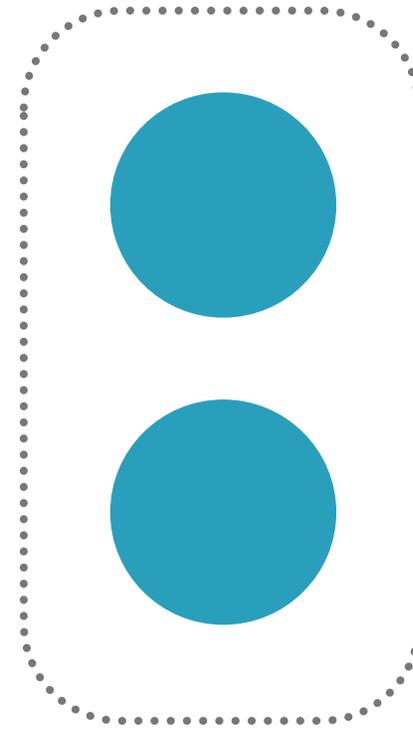


Unity Containers

Scene

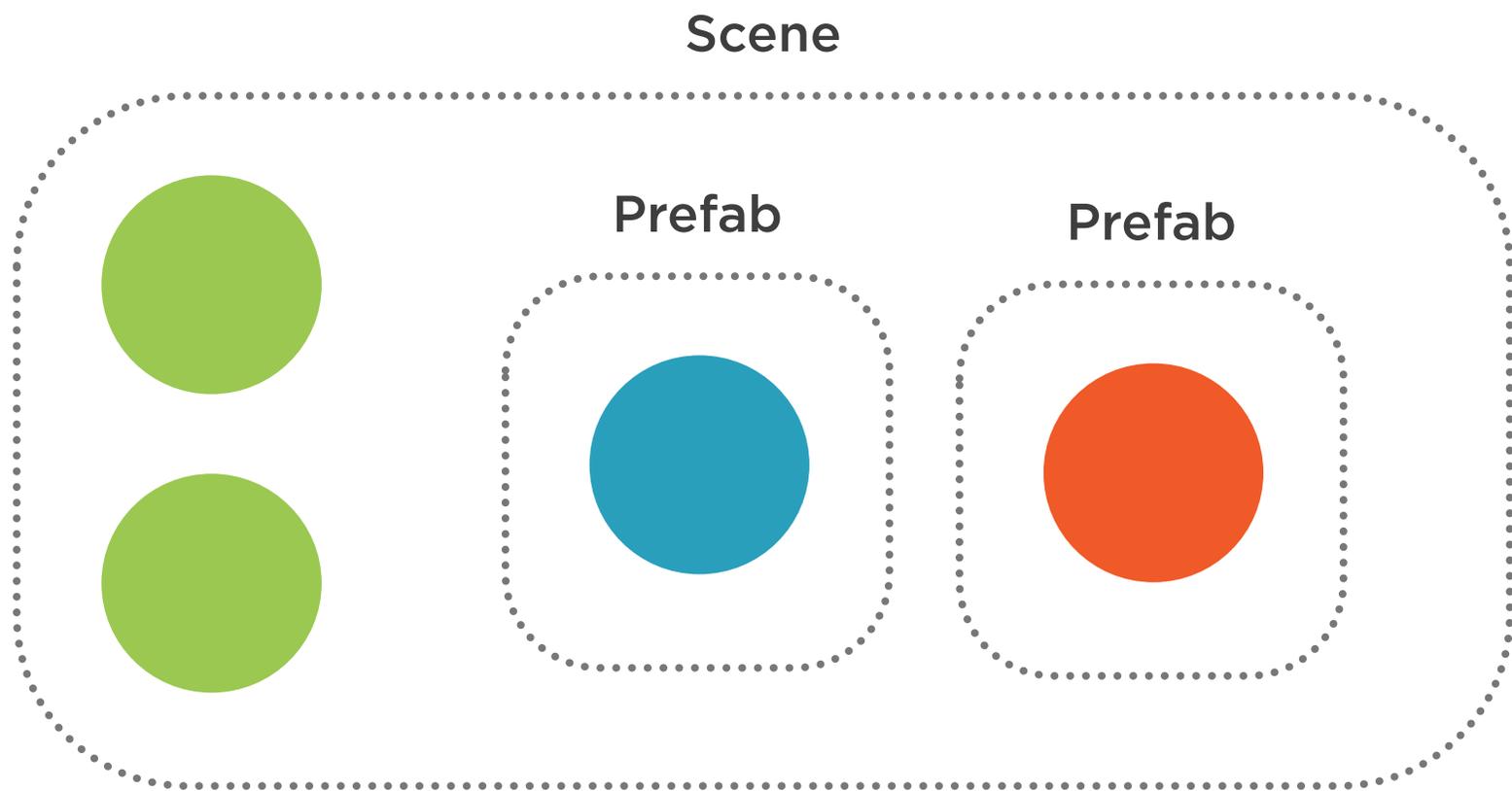


Prefab





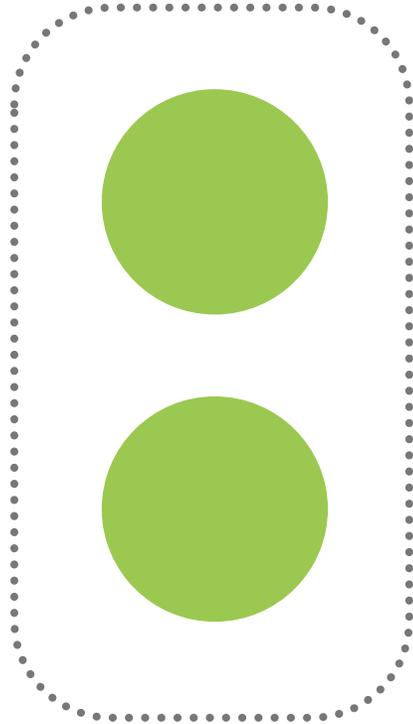
Unity Containers





Game Start

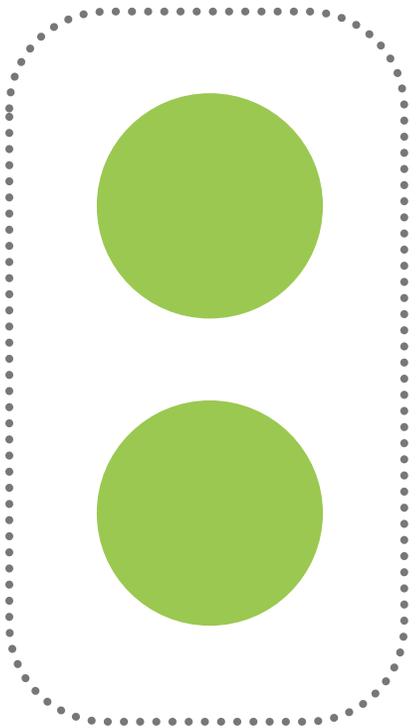
Persistent
Scene



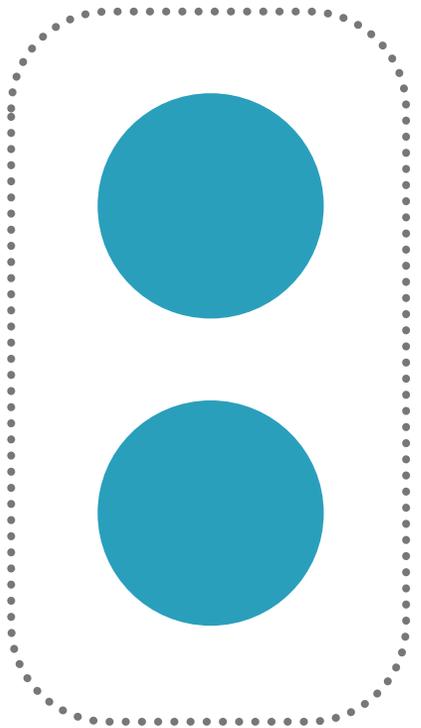


Load Level 1

Persistent Scene



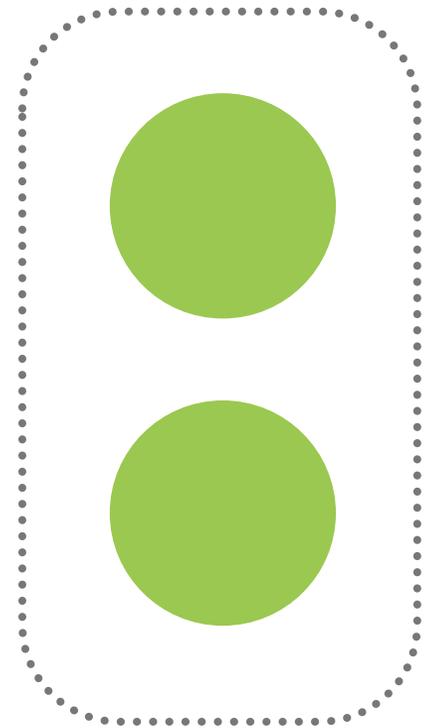
Level 1





Unload Level 1

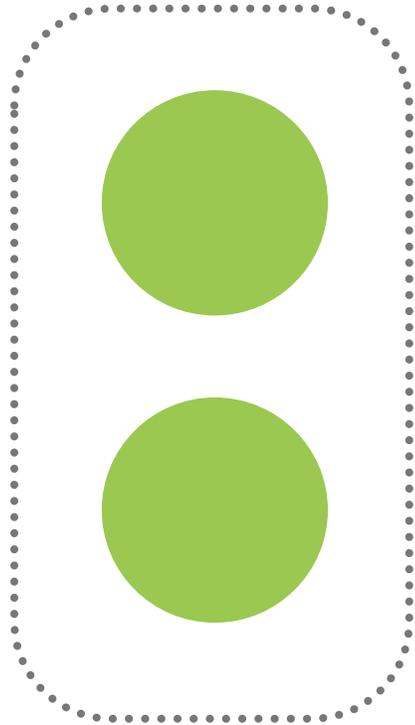
Persistent
Scene



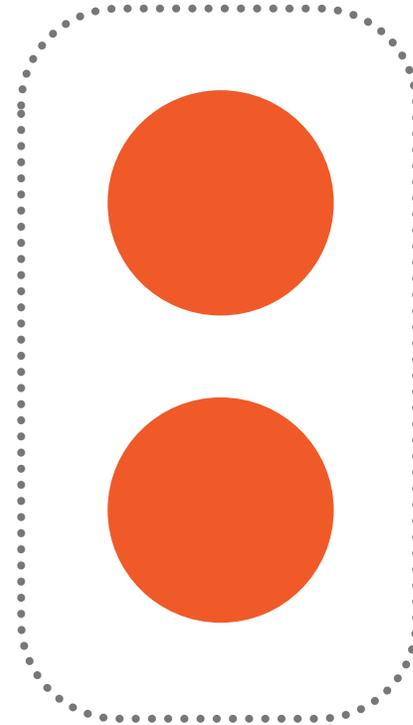


Load Level 2

Persistent Scene



Level 1





Preparing to Requirements





It's okay to not have
everything designed.





Requirements

Tracks what level is being played

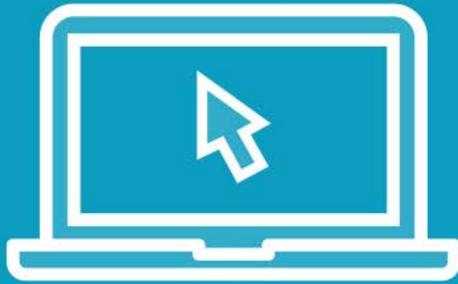
Can create other global managers

Knows the current state of the game

Can cleanup game systems



Demo



Set up our project

Prepare to handle multiple scenes

