

SG200 Team Product Development

KGA1 - Research Paper

This assignment supports the following outcomes:

- Identify software development tools commonly used in a game development environment.

Assignment Overview

Middleware gets its name from the fact that it is used to solve only parts of a software problem, leaving the developers to work on the important and truly unique portions of the project. According to technology reporter Thomas Claburn, Middleware is not the sort of software that links applications together, which is what IT managers think of when they hear the word. Instead, gaming middleware eliminates the need to reinvent or write basic functions that each game needs. Game companies, says IBM Fellow Grady Booch, are discovering that the ability to build software effectively can make a big difference in the marketplace (Claburn, 2006).

This assignment encourages the student to research how middleware affects the game industry, and what tools are being used with success today.

Deliverables

Write a 1000 word paper discussing different types of middleware and the risks and rewards of using middleware. Cover the following points:

- Identify the use of middleware in the industry
 - Identify some game titles in the industry that use middleware.
 - Identify some development houses that use middleware.
- Include a brief discussion of the game engine, integrated development environment, game API, and reusable software components.
- Research the impact that this had on their schedule and costs. Are there any hidden costs of using middleware that have been discovered by game studios?
- Finally, conclude by explaining the pros and cons of using middleware for parts of the game and the impacts it has on team development.
- Utilize at least 2 primary sources and at least two other credible sources in your paper, and be sure to cite them in the text (as was done on this assignment)

Grading

The Research Paper Grading Rubric will be used to evaluate your assignment. Your instructor will provide you with the rubric along with this assignment handout.

Resources

Utilize library resources to research middleware in general.

The website <http://www.gamasutra.com> may contain articles stating developer opinions and post-mortems of projects that may have used middleware, and the website <http://www.gamemiddleware.org> has links to many professional middleware packages that are commonly used in game development.

Other middleware links:

- <https://games-middleware.dev.java.net/>
- <http://www.vterrain.org/Games/index.html>

Works Cited

Claburn, Thomas. "More Than Fun And Games. " InformationWeek
17 Apr. 2006: 51-54. ABI/INFORM Complete. ProQuest. Westwood College
Virtual Library. 5 Mar. 2007 <<http://www.proquest.com/>>