



Cambridge TECHNICALS in IT



Unit 15: Computer Game Platforms & Technologies

LO 3: Understand software technologies for game platforms.



Operating Systems



- Windows
- OS X
- Linux
- iOS
- Android



Drivers



- Graphics
- Sound
- Networks
- Interface



Application Software



- Java, J2ME, J2SE
- C, C#, C++
- Integrated systems:
 - Darkbasic
 - Scratch
 - Kodu



Software Scripting



- UnrealScript
- Maya Embedded Language
- ActionScript
- JavaScript



Sound and Graphical APIs



- OpenGL
- Direct X
- Java/Java SE



Multiple Platforms



- Does the software run across other platforms?

| | Platform Compatibility | | | | |
|------------------------|------------------------|------|-------|-----|---------|
| Technology used | Windows | OS X | Linux | iOS | Android |
| Java | | | | | |
| C / C# / C++ | | | | | |
| Unreal Script | | | | | |
| Maya embedded language | | | | | |
| Action Script | | | | | |
| Java Script | | | | | |
| OpenGL | | | | | |
| Direct X | | | | | |



Games on Multiple Platforms



- Cliftonville Primary school are investigating mobile devices and would like to know which would be a good investment in the classroom.
- You will be testing out games from the following site based on both Flash and Java using different platforms:
 - <http://www.prongo.com/games/>
- You will need to test the site using a laptop, iPad and Android Tablet.





L03 Portfolio Evidence



✓ (P3) Software Technologies

- Describe each of the software technologies for game platforms.
- Include clear examples and explain the technical details relating to each technology.

✓ (M3) Software Technologies for Multiple Platform Usage

- Complete the table to identify which technologies are used across multiple platforms.
- Explain and discuss the findings from completing the table.
- Play both Flash and Java games on the laptop, iPad and Android tablet (include photos of this in your portfolio).

✓ (D3) Identifying a Platform to Run a Software Technology

- Write a detailed letter to the head teacher detailing which type of device would be most suitable and why.

