



08:50:31 PDT

Question: Hey Everybody. Am I the youngest here, I'm 17?

Answer: Great to see you here! How long have you been developing software?

08:51:09 PDT

Question: nope i'm 15

Answer: Ha!

08:51:38 PDT

Question: Hello everyone, I am new to programing games, is this the right place to start?

Answer: You'll get a good overview today for sure.

08:52:04 PDT

Question: I have a question: Do I need to buy UnityPro to publish the Windows 8 Store?

Answer: You don't, the regular version publishes

08:52:16 PDT

Question: 15 also

Answer: Wow lots of young folks today!

08:52:31 PDT

Question: Hi every one; today is my birthday great to be here.

Answer: happy birthday! Maybe you will get lucky and win something 🎉

08:52:38 PDT

Question: Wow! us older ones better get our game faces on. 38

Answer: 44 here. Hope I can keep up!



08:52:52 PDT

Question: So are we learning how to use those game engines? Or mainly focusing on their integration with windows 8

Answer: The basics of how to use each engine

08:53:45 PDT

Question: Ah cool nice to someone younger than me I've developed a few simple games for Windows 8

Answer: We'll get you developing advanced ones soon!

08:53:55 PDT

Question: Hello Everyone!

Answer: Welcome Starlin!

08:54:19 PDT

Question: I'm insulted having to put Europe laughs UK here.

Answer: Thanks for tuning in!

08:54:39 PDT

Question: im 38 years old and im developing software for 15-16 year

Answer: Great to see you here today!

08:55:02 PDT

Question: I was just looking in the FAQ... Do we get a free copy of unity?

Answer: Yes, all attendees can get a license for Unity. Details are in the FAQ

08:55:12 PDT

Question: Hello Everyone!

Answer: Hi Nightfire!



08:55:24 PDT

Question: Greetings from Germany

Answer: Hi MartinFijko!

08:55:38 PDT

Question: Indeed, 2am here.

Answer: I hope the coffee is strong!

08:56:43 PDT

Question: any prerequisites required to attend this course

Answer: No, you should be able to get something out of each module here

08:56:49 PDT

Question: So I never did find out, what are the points used for on MVA?

Answer: Generally they are a good way to track your overall investment and progress. But there's also the question of pride and bragging rights. The leaderboards get competitive!

08:57:02 PDT

Question: Hey, 18 years old here from Romania. Looking forward to spend my time here for the next several hours and learn new things!

Answer: Hi Archon!

08:58:18 PDT

Question: jaja no enough how of the antiquia coffee (in Colombia)

Answer: Sounds delicious!

09:00:22 PDT

Question: hey do we need to know basics of programing of games for this because i new to it

Answer: Hi peri, no you don't. There will be a little code later but not much. Most is GUI based.



09:00:33 PDT

Question: I'm a college student from China Hello everyone It's dark outside 0 : 00

Answer: Thanks for staying up late!

09:00:51 PDT

Question: Good morning everyone

Answer: Hi Salman!

09:00:54 PDT

Question: Will the presentation cover game architecture and engine architecture as well? Or only how to use existing engines?

Answer: Hi Tibi, no as each platform architecture can be different, we'll talk about the basics of the three engines

09:03:09 PDT

Question: i am web developer for 10 years approx...what's the best way to get into game development...where to start

Answer: This is a great place to start!

09:03:20 PDT

Question: Its my First ever Jumpstart

Answer: You are in for a great day of training!

09:03:35 PDT

Question: What is the hash tag?

Answer: #MVAJumpStart



09:03:54 PDT

Question: Will this presentation be made available as a video later on for us to refer back to if we want to see it again?

Answer: Yes, we will have it on Microsoft Virtual Academy in a week or so.

09:05:43 PDT

Question: Do we need to use the engines ourselves in this session? should i bring another notebook for drills? (:

Answer: you don't, and this will be recorded so you can watch later

09:07:26 PDT

Question: Where're those fancy big screens? Did someone stumble on the cords

Answer: They're just set aside for the day... using our own systems for this one

09:07:55 PDT

Question: THERE ANY WAY TO SEE THE VIDEO IN SPANISH, ENGLISH HAVE PROBLEMS

Answer: Very sorry, but we don't have subtitles yet for live. We are working on a pilot project, so hopefully soon. When the recording is posted it will have subtitles.

09:08:22 PDT

Question: Hey Adam, does Unity have the ability to create/modify live tiles?

Answer: sure http://blogs.msdn.com/b/uk_faculty_connection/archive/2013/04/23/unity-windows-8-windows-phone-8-and-windows-azure.aspx

09:13:19 PDT

Question: This is my first time here, and I have to say I really love Mr. Palermo's energy!

Answer: Watching the levels on the sound board, he keeps going into the red! Lots of energy!



09:14:56 PDT

Question: Will there be an open dialog between the presenters and the public or is this strictly a presentation?

Answer: We have several experts available to answer questions her in chat and they presenters will be answering some live as well.

09:15:30 PDT

Question: I thought this event will focus on game development using sharp DX -ed direct 3d and C#

Answer: sorry Sami, this event is for Constrcut2, GameMaker, and Unity (unity does export to direct3d but we wont cover the implementation of direct3d, that's a separate session in itself!)

09:16:13 PDT

Question: Making games is how I taught myself to program. I recommend it to everyone.

Answer: It's what software is for!

09:16:55 PDT

Question: I'll miss an hour of session due to some Electricity problem :/

Answer: Sorry to hear that. We will have the recordings available in a week or so you can catch what you miss.

09:17:31 PDT

Question: Will this jump start be available later to watch? My boy is interesting in creating games and I think he'd get a kick out of this. If not, will the slides be available for download?

Answer: Yes we will post the recordings in about a week. You can download the slides now from the FAQ tab.

09:18:00 PDT

Question: what program would you recommend to make game software? sorry I'm new at this is my first session.

Answer: stay tuned BadeWarrior you'll have three options



09:18:12 PDT

Question: Absolutely agree. I'm actually the reverse though- went to school for programming and now getting into the gaming aspect of it.

Answer: favorite language Jace?

09:18:26 PDT

Question: this is a live session?

Answer: Yes Andres, live! Im sitting here in the studio with the guys now

09:18:35 PDT

Question: Hi Matt !!! Abhishek this side logged in a little late due to Internet Connection.Thanks MVA!! for selecting me the winner of MVA Fast Track Challenge.A great Community to be a part with.

Answer: Hey Abhishek is in the house! Congratulations to our Fast Track Challenge winner https://www.facebook.com/MSVirtAcademy/app_189990047834565 Foster thought your app idea is cool!

09:19:13 PDT

Question: Can you provide list of software's we can use to create windows games ?

Answer: hi Feroz, every one we talk about today, stay tuned 😊

09:19:31 PDT

Question: I like listening to Palermo

Answer: Thanks 😊

09:19:41 PDT

Question: Adam, did you do a workshop at CSU Fullerton for the VGDC?

Answer: I was there 😊



09:22:52 PDT

Question: So was I. Great workshop, is this going to similar?

Answer: even cooler stuff today!

09:22:56 PDT

Question: Thanks a lot!! Demo is ready I will be just using the Unity 4.2 to just finish it..

Answer: Looking forward to seeing it!

09:23:08 PDT

Question: don't lots of game use unity to build games

Answer: oh yes, unity is huge

09:23:23 PDT

Question: Will this session talk about good places to publish any games that we make and how to publish them?

Answer: there is a session on store submission (for Windows Store)

09:24:05 PDT

Question: after all the sessions are over, can we check the videos in MVA? also, thanks for this event. I will recommend it to many game devs here in Atlanta

Answer: Yes, we will have the recording available in a week or so. You'll be able to find it here

<http://www.microsoftvirtualacademy.com/Live-Training-Events>

09:24:08 PDT

Question: Hi, how can small game developers have xbox on windows features?

Answer: theres an indie program you can (eventually) register for, I don't know many details about it personally, just from conversations with others but it has been announced



09:24:27 PDT

Question: Motivated to Develop after attending this session. AMAZING.

Answer: Thanks for the feedback!

09:24:42 PDT

Question: So excited !

Answer: Me too!

09:25:49 PDT

Question: When developing a Unity Windows 8 app, is it true there is a significant difference in performance when using C# instead of Unityscript?

Answer: both c# and javascript are fully compiled in unity. there could be minor perf issues depending how you write your code for c# or javascript but in general I wouldn't be concerned

09:25:53 PDT

Question: What are the tools we attendees get for free for developing games?

Answer: Check the FAQ for the Unity info. We will do a few other give aways during the day as well.

09:26:03 PDT

Question: Is there a place to get royalty free art asset?

Answer: codefoster.com/media has resources

09:26:22 PDT

Question: It's so huge I couldn't figure unity out without a walkthrough

Answer: hopefully I'll make it easy today 😊

09:27:07 PDT

Question: Are there any SDK's to add Social gaming features?

Answer: im not aware of them (although im 100% sure they exist) I just haven't used them



09:28:35 PDT

Question: This forum would be a good place to meet others who want to join forces, for example when students meet they have a chance to work together

Answer: We are working on better ways to connect everyone. For now the #MVAJumpStart tag on Twitter is the best way to connect

09:28:52 PDT

Question: XNA is included in this session?

Answer: No, XNA has been discontinued

09:29:15 PDT

Question: Unity Pro is only till November 2013?

Answer: correct with all modules. its a trial. However unity (basic) can be used to publish for free!!

09:29:26 PDT

Question: what are the best alternatives to XNA?

Answer: Unity 😊 Im biased though

09:29:55 PDT

Question: What are the 3 game engines again?

Answer: construct2, gamemaker, unity

09:32:20 PDT

Question: Once again, what would be the presenters opinion between SVN and Github? Could we get their personal opinions on these two types of repositories?

Answer: tfs in the cloud, supports git (which is different than github) git is a protocol & implementation for source control



09:32:29 PDT

Question: Are they going to demonstrate 2D in unity as well? I heard it's pretty good for 2D too (:

Answer: no 2d today, no time!! 😊

09:33:02 PDT

Question: So when games ask you to download something like .NET or JAVA it's because they use this framework to make the game?

Answer: its because they use that technology to write whatever program they wrote (game, desktop, mobile, etc)

09:33:12 PDT

Question: grrrr my unity is still installing

Answer: that's ok, have plenty of time

09:33:13 PDT

Question: So, I might be the oldest at 45 then!

Answer: How many here remember plunking a quarter into Pong?

09:33:26 PDT

Question: grrrr my unity is still installing

Answer: plus this is being recorded to show after

09:33:36 PDT

Question: will they show us how to write the programs for games?

Answer: as much as we can fit into this time

09:34:21 PDT

Question: I've got you beat. 47 & here with my 13 year old son...

Answer: Sharing 😊

09:34:40 PDT

Question: can we get a recording of this event?

Answer: check the site afterwards, give time for editing/post production though

09:34:49 PDT

Question: I would not be able to run unity. Is that okay? Do we need it in this event?

Answer: nope, watch the recorded version later 😊

09:35:22 PDT

Question: is unity a good platform for card games?

Answer: it can be, depends how you want it to look 😊 any of the platforms today can be good for a card game, although the 2d ones may be slightly easier

09:35:58 PDT

Question: guys im from india and i wont be able to watch the whole session coz its already 10.00 pm here. is there any other way from where i can watch this session again(later) or download it . this is my first time here ,so need some help guys... thanks

Answer: We will have the recording posted in a week or so. You'll be able to find it here

<http://www.microsoftvirtualacademy.com/Live-Training-Events>

09:36:48 PDT

Question: please can you give me the link to claim my points for MVA

Answer: On your MVA dashboard page there is a link to redeem your voucher just under your point total.

09:36:55 PDT

Question: is html5 easy to cheat?

Answer: define cheat?



09:37:01 PDT

Question: @Ron...Yes I've been playing a card game called scrolls created by unity

Answer: sharing

09:37:41 PDT

Question: Azure cloud does not support websockets?

Answer: it definitely should, signalR (which uses websockets and falls back to supported tech if not supported by client) for example should run in azure

09:37:52 PDT

Question: Jeremy just said "Super-Duper"

Answer: WE bring it like that 😊

09:38:02 PDT

Question: the video quality is awesome

Answer: LOVE to hear that! Shout out to Barry and Danny!

09:43:00 PDT

Question: Any chance we might get something like this but a bit more advanced in the future? direct3d, WPF etc? Construct 2 and GameMaker are somewhat limited in scope, pretty much hobbyist tools. Even Unity3D has issues with performance, particularly 2D. Can't even fully leverage the power of C# in it.

Answer: Raven, there have been *incredible* games in unity and awesome 2d games as well, don't let an assumption of performance issues stop you - they may not apply to you at all and if so there are always ways around it.

09:43:12 PDT

Question: What is a good method to using a SQL database in your game without using a username and password login within your app?

Answer: azure mobile services



09:43:38 PDT

Question: is it possible to use azure mobile services without owning a credit card ?

Answer: hmm Im not sure on that

09:45:53 PDT

Question: Where can I get "I love WIndows Phone" t-shirt?

Answer: we give them out at some events (don't have any today) you may be able to find for purchase on the net too

09:46:31 PDT

Question: @Raven...Also,the games that you mentioned having performance issues,could be the result of poor coding or lack of optimization.Personally,I am a Game Dev at a local studio and we've got a huge set of rules on how to write and what not to use in order to not over-burden the device!

Answer: alex, should have you hear today teaching then 😊 this is more of an intro though

09:46:38 PDT

Question: How can I install those game engines?

Answer: go to their websites

09:47:48 PDT

Question: what is the twitter hash tag again?

Answer: #MVAJumpStart and #MVAGames

09:49:39 PDT

Question: unity: <http://unity3d.com/gamemaker>:
<http://www.yoyogames.com/gamemaker/studio>Construct: <https://www.scirra.com/>

Answer: Thanks, Dave!



09:49:49 PDT

Question: Are we in a break? =P

Answer: Yep, we're taking a break right now

09:50:18 PDT

Question: The first session was very Informative

Answer: Awesome. Thanks. Do ask questions and we'll either answer in chat or on screen if it would help everyone.

09:50:32 PDT

Question: I just enter the event.

Answer: Welcome!!

09:50:42 PDT

Question: Good Start guys.

Answer: Thanks, Mike.

09:51:51 PDT

Question: in a game when is required write code?

Answer: In all of the engines it's possible to make at least a simplistic game without any code, but sooner or later you'll write some.

09:52:40 PDT

Question: Would you place a level of difficulty on each of the Engines, one being easier than the others to implement games with?

Answer: I think Construct2 is a little easier than GameMaker and Unity is certainly a bit more of a learning curve.



09:52:55 PDT

Question: This is fun. I love that

Answer: Glad you're on

09:54:39 PDT

Question: if everything is in cloud...will performance an issue? will it cache and resolve issue of performance

Answer: Caching is usually up to the developer... performance is certainly a consideration... networks have latency

09:55:04 PDT

Question: are there step by step videos for unity and construct2

Answer: We're going to get to that in modules 3 and 5

09:56:20 PDT

Question: Where can I find the list of all skillsets or technologies required to start a game development windows 8?

Answer: Check the game section here <https://build.windowsstore.com>

10:02:46 PDT

Question: where i can have those slides or notes?

Answer: You can download them from the FAQ

10:06:51 PDT

Question: <https://build.windowsstore.com/InternationalTraffic> only works for USA

Answer: Sorry about that. I'm surprised. Those pages are pretty new. I hope we get them all localized soon!



10:16:14 PDT

Question: what is the hashtag for this stream?

Answer: #MVAJumpStart and #MVAGames

10:18:19 PDT

Question: Will video be recorded and available later (because Europe gonna sleep)?

Answer: Yes, we will have it available in about a week or so.

10:18:33 PDT

Question: I'm so glad to be back hanging out with you today to see you again

Answer: Great to see you back!

10:20:22 PDT

Question: bay zee air

Answer: Thanks!

10:24:38 PDT

Question: the internet is slow, is it possible to download the video later?

Answer: Yes when we get the recordings posted you can download

10:24:59 PDT

Question: if you like 8bit music, here are some songs I put together available for anyone to use. If they say "sample" it means I have a full version that I kept for myself

<http://www.sfcmusic.com/music/show.asp> (sfc = starfleet command the old game)

Answer: Sharing

10:31:38 PDT

Question: can an image be exported as SVG and used directly in the games?

Answer: Construct2 and GameMaker do not support vector graphics because they use the HTML canvas which is all bitmap... I hope they do one day



10:32:12 PDT

Question: Matt what are the best alternatives for XNA, i am interested in developing games for windows phone 8 mainly..

Answer: If you love XNA, look into MonoGame and keep writing XNA. If you want to change, switch to DirectX or JavaScript

10:32:50 PDT

Question: Well, the OS is Windows 8.1?

Answer: I'm running Windows 8.1 on my machine

10:33:13 PDT

Question: Is CorelDraw Free?

Answer: CorelDRAW is not free. It's very professional and capable and worth the price however.

10:33:42 PDT

Question: They might support SVG in the future, html5 does

Answer: Right, and they could overlay SVG on top of canvas, but I'm sure it's a big endeavor for them

10:34:26 PDT

Question: you said XNA is discounted

Answer: XNA is still supported but it's not able to be used directly on Windows 8

10:34:54 PDT

Question: @prem MonoGame is pretty good. Multi-platform too. Does have some limitations, short of Unity3D probably the best way to re-use your C# skills.

Answer: Sharing



10:35:01 PDT

Question: Any idea if that could be done through a plugin?

Answer: Seems like it could be. Construct2 has great extensibility, but I haven't seen an SVG plugin yet.

10:36:09 PDT

Question: I wonder if you can use those .svg's in WP apps?

Answer: Only if you run it in a XAML WebView... essentially that means it's wrapped in a browser

10:36:39 PDT

Question: Is there a plan at microsoft to port xna to windows store apps and to support it fully without using mono games?

Answer: We can't say anything about the future

10:36:54 PDT

Question: Share: I highly recommend this for anyone learning Unity, and is learning to create a 3D game.
<http://www.burgzergarcade.com/tutorials>

Answer: Thanks, Vein!

10:38:06 PDT

Question: Anyone notice obj on the common types twice?

Answer: Paying attention 😊

10:39:17 PDT

Question: If I want to use 3D Model, should I have to learn C++? I always use C#/XAML, however I am afraid of POINTER.

Answer: I don't think you need to learn C++. There's plenty of great 3D stuff that works great in C#



10:39:29 PDT

Question: @Hakim don't forget there are other ways of getting your game on to Windows 8. Steam for example. The popular game Terraria was developed with XNA, you'll find that on Steam.

Answer: Sharing

10:39:49 PDT

Question: In App Purchase is new in WP 8 right? Does any of the game maker support that?

Answer: Construct2 has a WP8 plugin, but I don't know if it supports in-app purchases at this point

10:41:32 PDT

Question: When is the Unity session supposed to start? (it isn't in the Schedule)

Answer: the Unity module is the 5th, but we don't have specific times

10:48:29 PDT

Question: @prem You are most welcome. The MonoGame framework is open source too, so well worth a look.

Answer: sharing

10:48:38 PDT

Question: I'm kind of getting lost with it, Would you mind announcing the shortcut you're using before actually using it ? thanks

Answer: Thanks, Hakim, we'll try.

10:48:41 PDT

Question: hey @AhmadFadil , Construct 2 n Game Maker can be supports in-app purchases, can with any coding or no coding is also available by using the application again

Answer: sharing



10:50:03 PDT

Question: Thanks Ryan!. Misspelling my name is forgiven for this

Answer: LOL

10:50:39 PDT

Question: can we use autodesk 3ds max?

Answer: Yes, there's going to be a common format that will allow you to use 3DS to create your characters

10:50:59 PDT

Question: since we were referencing Unity, can the images made in blender be used with unity?

Answer: Yes, what's made in Blender can be used in Unity

10:53:03 PDT

Question: can we use adobe illustrator in place of coreldraw??

Answer: Yes, for sure.

10:53:16 PDT

Question: What is the thing to flatten the image?

Answer: Unwrap

10:59:22 PDT

Question: I caught the course in the middle of it. When will it be available on MVA?

Answer: It takes us one to two weeks to post the recordings.

11:03:17 PDT

Question: So U and V are coordinates or axes along the texture

Answer: Yes, u and v are alternate coordinates used when mapping from the standard x and y coordinates



11:03:46 PDT

Question: Would you guys say that Art takes more time than programming?

Answer: Not for an artist 😊 For a developer, though yes the art might take as long or longer.

11:05:05 PDT

Question: where can we get those cool songs in the breaks?

Answer: We get our loops from Digital Juice <http://www.digitaljuice.com/default.asp>

11:05:54 PDT

Question: What does "W" mean in texture space? I've seen it as "UVW" before.

Answer: UVW is analogous to XYZ, so W is analogous to the Z axis. When you unwrap a 3D shape, though, like Adam unwrapped the monkey, you end up with a 2D object so you can paint it, so that's why we only talk about U and V

11:06:22 PDT

Question: Also what was the MVA site to go to for the 50 points ? I missed that earlier... Didn't get all of it. And keyword was? Games?

Answer: The word is "Gaming" When you sign in to MVA <http://www.microsoftvirtualacademy.com> there is a link on your Dashboard page under your point total "Redeem your voucher"

11:11:04 PDT

Question: Can I import 3D drawings from AutoCAD to my game?

Answer: You need to confirm with your gaming engine of choice what types are valid to import

11:12:03 PDT

Question: and what do you do with the accumulated points?

Answer: Prestige 😊



11:18:35 PDT

Question: So, what is Common Format? like ".fbx" or ".obj"?

Answer: both those are, yes - very common

11:19:35 PDT

Question: When we use these gaming engines, how do we set the views for Filled and snapped view?

Answer: Each engine has its own way. When I talk about GameMaker, I will cover that 😊

11:20:48 PDT

Question: Construct is a one-time purchase or do they expect royalties?

Answer: No, one time purchase. That said, always confirm details, especially when looking at monetization strategies and ads.

11:32:02 PDT

Question: How "hardcore" can you get with the coding part in these engines? Can you, for example, do soap calls?

Answer: Jeremy will jump into the event sheet soon. Typically you set up a bunch of conditionals for your objects, such as "If a bullet collides with the lightbulb, reduce the health variable by 3." For more complicated scenarios you can write your own plugin for the tool.

<https://www.scirra.com/forum/forum47.html>

11:34:37 PDT

Question: Now, Construct 2 is a Microsoft project ? is it part of Visual Studio ? Is it free ? does it comes with Express ? or is it stand alone - and how much ?

Answer: it is a separate company - you need to download it by itself

11:34:46 PDT

Question: Is construct2 open source software?

Answer: no



11:35:25 PDT

Question: I wonder. When this game is complete and hosted on a web server, what plugin will visitors need, if any at all?

Answer: none, html5 😊

11:42:39 PDT

Question: Behaviors, events, actions are all pluggable, yes? iow, we can define our own and plug them in to Construct 2?

Answer: Yes, they are. There are many events supported out of the box for most objects and behaviors. If you find that you need additional events, you can create or find a plugin.

11:43:17 PDT

Question:

> *Quoted question:* Behaviors, events, actions are all pluggable, yes? iow, we can define our own and plug them in to Construct 2?

> *Quoted answer:* Yes, they are. There are many events supported out of the box for most objects and behaviors. If you find that you need additional events, you can create or find a plugin.

Answer: For instance, I've written a plugin to add advertising capabilities and events.

11:48:09 PDT

Question: Can I build my own behaviors, and in what languages? I'm assuming javascript since this runs in the browser. Oh! And how about posting behaviors for others to download?

Answer: You can write your own plugins to extend the tool. In fact, you can even see how the Scirra developers wrote their own plugins. If you write a plugin, please share it here:

<https://www.scirra.com/forum/forum47.html>

11:56:23 PDT

Question: When will these videos be available in the virtual academy?

Answer: It takes us about a week or so to get them posted. You will be able to find them here

<http://www.microsoftvirtualacademy.com/Live-Training-Events>



12:15:47 PDT

Question: What were the hashtags for the contest? I know it is over, just curious.

Answer: #mvagames #construct2

12:16:35 PDT

Question: Anything on XNA Game Studio and Visual Studio, besides construct2 and Unity? Any opinions on future of this tool?

Answer: xna was discontinued. if you wanted to write all yourself you could use direct3d, but the engines make this quite a bit easier for you

12:19:50 PDT

Question: how long is the meal break?

Answer: The meal break will last about one hour.

12:20:19 PDT

Question: Hi, I made this point already during the video, and it was not made public, but I want to mention it again because I think it is important: At the beginning of this event it was stated how important it is to objectively assess your choice of engine and framework. I've not seen an assessment of this product (Construct 2) yet? There seems to be some very clear disadvantages in it's HTML5 approach. Would it not be prudent to mention this? It's clear that the GUI is very nice and accessible but it comes at a cost.

Answer: this is very subjective though. Jeremy showed some cool examples of games, so there are many pros and cons to consider. We cant cover every one, but do you want 3d, 2d. What device export? HTML5 may have some disadvantages or significant advantages depending how you look at it. You can do complete physics engines, graphic effects now that every major browser supports webgl, etc. Its a tough question to cover all the bases on. Jump in to a framework and see how it suits you. Its not tough to get rolling on several of them and consider most of the very successful games are fairly simplistic, this may not matter at all 😊

12:20:49 PDT

Question: Is it convenient to use both xaml and direct3d together ?

Answer: if you so choose, sure. That's how Unity can export its game for Windows 8 (Windows Store)



12:44:48 PDT

Question: 38 years into programming, I just don't understand this 'app' deal. If I put a program together in say HTML5 and JS ? I don't get if it simply runs in a browser on a phone ? or tablet or what ? and if I use say VB.NET or C#? I don't get what they need on their phone to run it. I also don't understand how I can control licensing to prevent people from just copying the html5 and js and moving it to another phone. So many things I just don't get. heh.. I need to take up gardening.

Answer: if the phone browser supports html5 (most do) then yes, although usually you need to handle input methods and screen resolution potentially in different ways. If you use c# you run on windows phone (or windows 8/winrt, or prior versions of windows, etc). On the phone with html apps you want to obfuscate your code (most do this by default I believe) so it makes it more difficult to take your assets but no impossible. In any platform, if someone has access to the binaries they generally can get 'something' out of it if they are skilled enough.

12:47:27 PDT

Question: But Unity can not construct Interface like Ordinary Metro UI?

Answer: it 'could' but depends what you are trying to do. You can export to c#/xaml and embed your code

12:49:06 PDT

Question: I have tried it twice without success

Answer: Try this link <http://shop.oreilly.com/product/0790145369079.do>

12:49:49 PDT

Question: Would it be considered trolling if I asked pointless questions, such as "What's for lunch?" Because it says we're on a meal break...

Answer: They brought us sandwiches here in the studio. And huge cookies

12:54:58 PDT

Question: I haven't seen any line of code written until now, in Construct 2. As far as I understood, you can write the code behind in javascript and html5. Is this engine limited just to these languages, or can you script in other languages as well? What about Gamemaker Studio?



Answer: In Construct2, you CAN'T write custom JavaScript. In GameMaker you can. It seems like a huge advantage... and it is an advantage, but actually Construct2 has a tremendous plugin model and that's how you would write anything custom that you want.

12:55:23 PDT

Question: i ate oxtail jamaican dish

Answer: That's way more exciting than the chicken sandwich I ate.

12:56:03 PDT

Question: Does Construct2 embeds all assets (like the bulb images) in his project file, or just references to the original files?

Answer: It embeds the assets

12:57:03 PDT

Question: when do the winners be announced? and how many winners are there?

Answer: The winners for Construct2 were @dappersw, @EmreBkurkcü, and @adriancomanro

12:57:55 PDT

Question: My wife's aunt works at MS. I remember the Christmas parties at the King Dome; they were the envy of the entire tech industry. Epic. How were the cookies?

Answer: Yum cookies... not the envy of the tech industry, but yum still.

12:58:45 PDT

Question: @Adam thanks for posting my comments. I should perhaps have phrased my statement differently. I know what the advantages and disadvantages are (been working in the field for many years), what I was trying to say is that others watching this video do not. You don't want people to jump in to HTML5 game development with out them understanding, its strengths and weaknesses and that their are also alternatives. A lot of people who are here today are probably thinking about mobile development and a pure HTML5 game that is skinned as an App with have problems when deploying to an mobile device, this is specifically mentioned on the Construct 2 website. Apple also has a real issue with container based apps (see their TOS). Also the support for HTML and web GL is still not as common place as you make it sound. These are but a few of the issues (not that other methodologies don't have



them mind you) , I would have thought that, given what Jeremy was saying at the beginning of the day, he would at least mentioned it a little. There is always more than one way to do something, and I think that should've been mentioned up front.

Answer: appreciate the input!! they touched upon native vs. web briefly in the beginning. I think the idea is to show the strengths of the platforms, not necessarily here to talk about the negative aspects. That is a good subject though and may be a topic for a future discussion?

12:59:15 PDT

Question: What is the name of chicken game?

Answer: The chicken game is Headless

13:01:56 PDT

Question: Tried to get that games, but it seems unavailable to me. Maybe it is because I'm from outside USA.

Answer: That may be. They may not be selling the game in your market

13:03:28 PDT

Question: It is so grotesque.....

Answer: So grotesque it's awesome 😊

13:07:33 PDT

Question: @Adam, nps maybe something for the forums after the live feed. I look forward to your Unity presentation (hope you are going to use C#, must be some Microsoft technology on display here somewhere! haha).

Answer: ha actually being a web guy, I steer towards js, but will touch upon it. if you've been using it or years, this may be old content to you 😊

13:10:41 PDT

Question: Hi, just joined in after lunch, what's the name of this amazing software?

Answer: This is YoYo GameMaker from yoyogames.com



13:10:48 PDT

Question: Where do I find these assets?

Answer: codefoster.com/media

13:11:05 PDT

Question: will we get those asset files after the webcast?

Answer: You can find assets from the links at codefoster.com/media

13:12:23 PDT

Question: Jeremy, personal opinion. Which one do you prefer to build games for Windows 8?

Answer: I prefer Construct2

13:12:58 PDT

Question: were those assets made from scratch?

Answer: No, he found them on the sites that are linked to from codefoster.com/media

13:13:42 PDT

Question: What kind of file type was Michael's ship sprite?

Answer: I'm not sure if it was a jpg or a png... the strip with multiple images is nothing more than a single image with lots of characters at different phases of the animation

13:15:23 PDT

Question: Jeremy , can construc work join with engines how crytec?

Answer: I'm not familiar with Crytec

13:16:17 PDT

Question: For 8 way direction, is it only handle the keyboard? What about user without keyboard?

Answer: It uses the arrow keys as the default control, but you can programmatically control the 8 direction movement to use the mouse, touch, or different keys on the keyboard



13:16:24 PDT

Question: Throw me a t-shirt

Answer: *throw*

13:17:01 PDT

Question: Would it be as easy as pulling and object from a URI? Is that possible in Construct2?

Answer: What kind of object are you referring to?

13:17:51 PDT

Question: At the beginning of this event it was stated how important it is to objectively assess your choice of engine and framework. I've not seen an assessment of this product yet? There seems to be some very clear disadvantages in it's HTML5 approach. Would it not be prudent to mention this? It's clear that the GUI is very nice and accessible but it comes at a cost.

Answer: Same consideration with GameMaker and Construct2. You're right, there's certainly a cost that you pay for the ease.

13:18:22 PDT

Question: can we add/use C# code in constructor2

Answer: No, you don't need to write any code in Construct2 and when it exports a project it always exports JavaScript

13:19:31 PDT

Question: Why do you use CorelDraw? Why dont you use Expression Blend!

Answer: I think you're referring to Expression Draw that came with Expression Studio 4.0. It was a vector editing package, but it was much more limited in features than CorelDRAW.

13:20:37 PDT

Question: Can you import 3DMax objects to a C# project?

Answer: Sort of. If you're creating a MonoGame project then you're writing C# and you can bring in a 3DS Max object



13:21:37 PDT

Question: I'm out KPN is not giving me the speed I am paying for and now I see a 2 sec frame with some sound... and it buffers again

Answer: Have a good one. Thanks for joining. Hope you can watch the on-demand videos when they're ready

13:25:06 PDT

Question: Do any of you gentleman have your own games released with each engine?

Answer: My game hasn't passed certification yet and I've been too busy to kill the bugs.

13:25:49 PDT

Question: Can you tell me what should i study first to make windows 8 games?

Answer: I would look at some C# and some JavaScript and see which you like better and then start studying one. They can both be used to make apps in Windows 8. Find me at codefoster.com if you want some help.

13:26:30 PDT

Question: Does this platform have more than one export option, or is JS the only option?

Answer: JS is the only option, but JS wrapped with various wrappers to allow it to work on most any platform: Windows 8, iOS, Android, etc.

13:26:57 PDT

Question: Hey guys... I'm a little late, I guess.. haha

Answer: Well, welcome!

13:28:39 PDT

Question: it`s game maker?

Answer: Yes, Michael is using GameMaker right now.



13:31:09 PDT

Question: Can you tell me PHP is more valuable or .Net?

Answer: .NET... no contest 😊

13:32:35 PDT

Question: TFS is even worth using as a Solo person, purely on the basis of been in the cloud and you can develop on any machine you happen to be on without the need to carry the files on mobile media.

Answer: Agreed!

13:32:49 PDT

Question: Sharing with OneNote Rock!!!

Answer: Agreed again!

13:33:28 PDT

Question: The glitch again? aww

Answer: Very sorry about that. Our CDN support team is looking into it.

13:33:57 PDT

Question: I wish I could have had a teacher like Michel Palermo, school would have been less boring !

Answer: Here here

13:34:05 PDT

Question: @Adam, I'm not a 3D artist, I'm a dev, but some members of my team use Blender, contractors mixed between that and 3ds max. Engine wise we use Unity3D and Unreal SDK.

Answer: ah cool, thought you were pro dev. Soon 😊 Hows school going? You know as a student potentially you can get access to 3dsmax (and other autodesk products) for free?



13:35:01 PDT

Question: i Am going,, when will you give pro licenses?

Answer: In about 15 minutes.

13:35:23 PDT

Question: @Andrew Lee, don't forget that TFS is great for source control. Easy to roll back changes and essential if you want to manage a structured system of releases. TFS also has a great means of recording and controlling jobs and tasks etc.

Answer: And you can use Git with TFS if you prefer

13:36:11 PDT

Question: java php and .NET , all work

Answer: Agreed. May as well be a polyglot

13:36:38 PDT

Question: Excuse me. which IDE are you using?

Answer: Michael is using YoYo GameMaker... it's not exactly an IDE... it's a game engine

13:36:47 PDT

Question: and how ull give the licenses?

Answer: With a Twitter contest

13:37:03 PDT

Question: git better

Answer: Git better for some things

13:37:50 PDT

Question: hmm and u must have twitter to participate?

Answer: Yes. You have at least 10 minutes to create a Twitter account 😊



13:38:26 PDT

Question: what would be the tag for the contest?

Answer: It will be #mvagames and #gamemaker, but you'll have to include the answer to a question we ask, so you can't tweet early

13:39:43 PDT

Question: Please give the hash tags before time too. I type slow.

Answer: Your tweet will look something like "{my answer to Michael's question} #mvagames #gamemaker"

13:40:47 PDT

Question: game maker can compile for win phone?

Answer: Michael just answered live

13:42:19 PDT

Question: @Adam, I think there are two Ravens on here. I am a pro-dev (I'm 33). My company is Raven-Soft design. I started programming on a ZX81 when I was a little boy. Other Raven on here is a teenager, I don't think he would even know what one of those was

Answer: ah two Ravens!! whats the chances 😊

13:42:27 PDT

Question: What is the cost of these applications for novice developers who want to enter the world of making games for mobiles?

Answer: You can see all of the prices at <http://www.yoyogames.com/gamemaker/buy>

13:42:53 PDT

Question: wow, GAME MAKER can use 3D Model?

Answer: It can, but if you want to do 3D I would definitely suggest Unity which you'll see next



13:43:55 PDT

Question: Is Signalr supported?

Answer: You might be able to find a plugin for Construct2 or if you're up for it you could create your own. It's a great idea.

13:44:40 PDT

Question: I can't see anything in Standard Version.

Answer: Should be back in a moment

13:44:57 PDT

Question: Will any of these allow publishing to the Xbox One? (I know I know you can't talk about it... but please!!)

Answer: We can't talk about it 😊

13:45:33 PDT

Question: this momento don't signal

Answer: Very sorry about this. Please try refreshing your browser. It should come back. We restarted the encoder.

13:46:19 PDT

Question: I think I like that better than birdz

Answer: I'd rather launch a cat than a bird.

13:47:23 PDT

Question: So we basically export and get those into a new new Windows Store App Project and handle views, suspend, etc?

Answer: In both Construct2 and GameMaker, there are ways to implement many of the Windows 8 characteristics while you're in the engine. You can always add the rest of the features in Visual Studio when you're doing Visual Studio



13:51:24 PDT

Question: when the unity course start?

Answer: In about 10 minutes

13:57:18 PDT

Question: Hi i am new to game dev is this help for me ?

Answer: Yes, we're really talking to beginning developers. The whole course will be available for download in a relatively short amount of time.

13:58:27 PDT

Question: Great! I managed to do a similar hurried game on both projects.

Answer: Excellent job!

14:00:05 PDT

Question: what about the non twitter users?

Answer: We're sorry. Twitter is required for the giveaways.

14:01:20 PDT

Question: @codeFoster is Visual Studio required? How much so? Is there an alternative? (don't kick me)

Answer: For Construct2, you do have to have Visual Studio. Construct2 gives you a VS project and you then jump over into Construct2 to build it into a Windows 8 package to put it in the store.

14:02:02 PDT

Question: (Disclaimer to my last comment: I'm just joking)

Answer: We laughed about that in the studio, Chad 😊

14:02:17 PDT

Question: so far I have to say that Construct 2 is more straight forward!

Answer: Woohoo!



14:02:37 PDT

Question: too bad if we have network lag

Answer: Try again, Julian... hopefully we got it fixed.

14:03:33 PDT

Question: Does gmk and construct2 helpful for AI works

Answer: I don't know what Construct2 offers for AI actually. I would look at the forums at Scirra.com. A quick search on the forums would probably answer that question.

14:03:45 PDT

Question: I looked at the unity menu and it looked complicated

Answer: Complicated but powerful 😊

14:04:14 PDT

Question: ran trough most of the construct tutorials...it's incredible how much u can do w/o a single line of code ^_^

Answer: That's what I think too. I still like writing code, but I really enjoy working in Construct2 and making games as well.

14:04:15 PDT

Question: Why can't I see Isometric Game maker tutorial like the one that was shown on Michael's pc?

Answer: Is it that the tutorial did not exist or not work?

14:04:37 PDT

Question: i think some of us get delay stream because we are far.

Answer: We've had trouble with one of our streamers, so you should refresh and see if it's working better now



14:15:24 PDT

Question: Unity works more with DirectX or OpenGL, or work with both ?

Answer: DirectX

14:16:26 PDT

Question: What is the cost of UNITY application for novice developers who want to enter the world of making games for mobiles?

Answer: I'm not very familiar with their pricing, but there is a free version with constraints.

14:18:02 PDT

Question: Unity works more with DirectX or OpenGL, or work with both ?

Answer: Actually, I may have misspoke. I think it will do both DirectX or OpenGL, but I'll see if we can get Adam to talk about it.

14:22:48 PDT

Question: Can you develop assets for unity and share them with others?

Answer: Answering live

14:26:31 PDT

Question: Can you import heightmaps in unity?

Answer: Answering live

14:33:23 PDT

Question: @Oncorp Yes you can this way

<http://wiki.unity3d.com/index.php?title=HeightmapFromTexture>, or dynamically.

Answer: Sharing

14:34:36 PDT

Question: Can you generate the terrain from code?

Answer: Great question. I'll try to get Adam to address that live.



14:35:25 PDT

Question: How you can do to make the Dinosaur follows you, or follow some instructions?

Answer: I think Adam will show that in a minute.

14:36:21 PDT

Question: how to create sprites in unity.

Answer: You don't create your characters in Unity... you could use Blender for that.

14:39:21 PDT

Question: This is awesome

Answer: 😊

14:42:21 PDT

Question: do you guys want feedback

Answer: Yes. We love feedback. Please feel free to say good or bad things in an email to tellthedeane@microsoft.com

14:42:50 PDT

Question: to me you guys are funny but to me it was not helpful to me it least

Answer: Why do you see no value in the Unity part? We do want your feedback...

14:45:30 PDT

Question: Am I the only one seeing this flickering?

Answer: We have been having issues with the standard def stream. We will change out the cable at the break. Doing a lot of trouble shooting on it today. Sorry about the hassle.



14:47:44 PDT

Question: Can you use multiple box colliders on an object? For example, one for the head, one for each leg...

Answer: Did you get the answer live? The answer is yes 😊

14:47:48 PDT

Question: i do but i got lost because you were going to fast that's all if you went slower it would be VERY helpful

Answer: You'll be able to watch the whole thing again when the on-demand is ready

14:49:24 PDT

Question: will we get the source code of the final version of this dino-hamburger game?

Answer: If it's not posted with the videos on MVA, then just contact Adam at adamtuliper.com and ask him for his source

14:49:37 PDT

Question: Will you demo Project Spark for game making?

Answer: I wish we could, but we won't be demo'ing Spark

14:49:59 PDT

Question: Will you demo Project Spark for game making?

Answer: No Project Spark demo today. Stay tuned in the future...

14:55:56 PDT

Question: What is adam tuliper's email? Can't seem to find it anywhere...

Answer: First 8 tweets... get your tweeters ready!!!



14:59:54 PDT

Question: Michael, are you able to check the Game Maker's issue now (:?

Answer: So far, my guess is that some of the demos might require the paid version. I will confirm either today or via twitter/blog when hearing from YoYo

15:01:14 PDT

Question: That was amazing guys!

Answer: Thanks Erick!

15:03:43 PDT

Question: if you want to develop for the web and want to add a backend to the game, is Construct2 the most geared to that?

Answer: GameMaker is good for web too

15:05:09 PDT

Question: Still no answer if you can generate terrain from code...

Answer: Yes, you can programmatically generate terrain... there's a script out there to make an endless runner game... look for that

15:05:55 PDT

Question: Michael, my game is done. Just need to make it Win8-atized.

Answer: AWESOME! What kind of game did you make?

15:06:29 PDT

Question: WE WANT THE SOURCE CODE FOR THE DINO GAME!!!!!!!!!!

Answer: Email him at adamt@microsoft.com

15:17:32 PDT

Question: How well does Unity, GameMaker and Construct2 work with Touchscreens...during development..

Answer: Great question. GameMaker can work with touch devices. Just 'bing' the following: "GameMaker Touch" or search the gamemaker forums for tips on how.

15:18:33 PDT

Question: Are you guys available for lite questions after today?

Answer: Yes. Find me at codefoster.com/contact. I am on vacation next week however 😊

15:19:06 PDT

Question: Which vote brings more of these kinda of events?

Answer: Continue to tweet with #mvagames or #mvajumpstart and let us know how you liked it there too. Public visibility can help draw more awareness to value of content and thus, more of these events



15:20:41 PDT

Question: can you develop from win7?

Answer: With Construct2, yes... until you're ready to put it in the store and then you need to have Windows 8

15:36:43 PDT

Question: "Foster Palermo Swimsuit Calendar" registered

Answer: LOL

15:55:07 PDT

Question: Please do demonstrate how to update or applying fixes patches to be made to app which is already on market...

Answer: Once an app is approved, you will be able to will be able to submit updated appx packages that address bugs, add new features, etc. It's the same as when you first submit an app, except now most of those steps are already filled out for you! 😊



15:56:13 PDT

Question: As of today, can we publish apps for Windows 8.1 only?

Answer: You can't yet publish apps into the Store for Windows 8.1. Windows 8.1 will be released in October. You can submit Windows 8 apps now.

15:57:03 PDT

Question: So we can download FakeApp88 from the store

Answer: Not unless I finished my application and submitted it and it pass certification (which it wouldn't because it is obviously incomplete)

15:58:09 PDT

Question: How hard is it to change FakeAppName to RealAppName later if you change your mind?

Answer: You can't change the app name. You'd have to resubmit.

16:02:43 PDT

Question: Obviously as part of planning, is there a way to check if a name is available without finishing all the app submit stuff? I wouldn't want to make my entire game and then find out that an app already has the same name

Answer: You can reserve a name as soon as you register your developer account. You do not need to submit the app at the time you reserve the name.

16:02:45 PDT

Question: Obviously as part of planning, is there a way to check if a name is available without finishing all the app submit stuff? I wouldn't want to make my entire game and then find out that an app already has the same name

Answer: You can just try to create the app and if it works but you don't want it you can delete.