

G A M E | D E S T I N A T I O N :

B L A C K B E R R Y | 1 0



## BlackBerry Gaming - 101

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# Developer Experience

- Super easy to port C/C++ code
  - *Standard C/C++ libraries, Sockets, Threads, etc.*
- Platform libraries built on **open standards**
  - *POSIX, STL, OpenGL, OpenAL, etc.*
- Full support from Lead Game Engines & Frameworks
  - *Unity, Shiva3D, Marmalade etc.*
- Strong developer support channels
  - BlackBerry support forums, devblog.blackberry.com, Twitter, github etc.
- Monetize with **BlackBerry World**
  - *BlackBerry Payment and Ad services, carrier billing etc.*



BlackBerry World

**BlackBerry Developer Blog**

**BlackBerry Support Community Forums**

# Tools

- Supports Windows, Mac OS X & Linux
- GCC 4.6.3 based compiler tool chain
- GDB 7.3 based debugger
- Eclipse CDT 8 based IDE (Momentics)
  - *In-built Debugging, Profiling and Memory Analysis*
- Command line tools!
- VMware Simulator Images
- Visual Studio Plug-in

## BlackBerry Native SDK



# Open Platform

- Open Standards
  - POSIX , STL and C++ Sockets (*libstdc++*, *libsockets*)
  - OpenGL ES 1.1 / 2.0, OpenAL 1.1 (*libGLES*, *libOpenAL*, *libalut*)
  - Fonts, Imaging and Compression (*libpng*, *libjpeg*, *libz*, *ibfreetype*)
  - XML and Database (*libxml2*, *libxslt*, *libsqlite*)
- Open Source Software
  - Boost framework
  - Lua, Box2D, Bullet,
  - cocos2d-x, OGRE, Quake3, Gameplay etc. (3D Engines/Frameworks)
  - OggVorbis
  - and many more at [www.github.com/blackberry](http://www.github.com/blackberry)



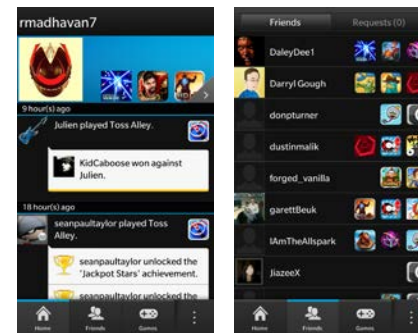
# Game Engines & Frameworks

- Unity
  - Full SKU support via Unity Basic (FREE!) and Pro versions
  - Free Scoreloop and In-App Payment plugins from BlackBerry
  - Out-of-the-box Gamepad support
- Marmalade
  - Full support for BlackBerry 10 and BlackBerry PlayBook
  - Develop with Visual Studio and Xcode
- Shiva3D
  - Full SKU support for BlackBerry 10 and BlackBerry PlayBook
  - Support C++ - means easily access native BlackBerry libs
  - Shiva Basic version free for Indies and small game studios

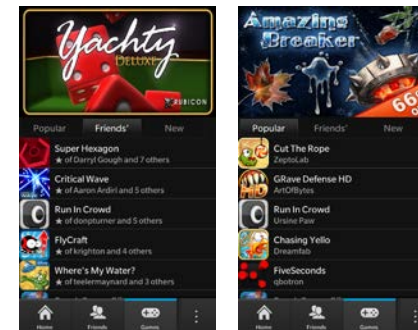


# Social Gaming with Scoreloop

- Scoreloop SDK features
  - *Easily integrate game achievements, leader boards and in-game challenges.*
  - *Create and manage global player profiles*
  - *Store gaming data in the cloud*
  - *Use virtual goods and currencies*
  - *Scoreloop games are automatically featured in **Games App***
- The Games App
  - *Increases discoverability of your games with Featured games banner with Popular, Friend's favourites and New games section*
  - *Timelines of all social gaming activities*
  - *Focuses on viral marketing and social sharing*



 Scoreloop



GAME DESTINATION: BLACKBERRY 10

It's where your game belongs.

# Gamepad Support

- Out-of-the-box game pad support for
  - *Moga Pro*
  - *Steelseries FREE*
  - *Gametel*
  - *Wii Remote*
- Native support through Gamepad Library
- Unity support through Joystick APIs



GAME DESTINATION: BLACKBERRY 10

It's where your game belongs.

# Show Time – Gamepad game

GAME DESTINATION: BLACKBERRY 10

It's where your game belongs.

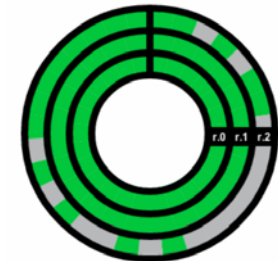
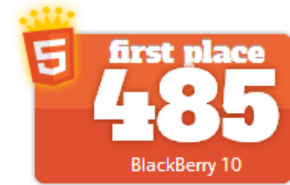
BlackBerry® Z10 smartphone





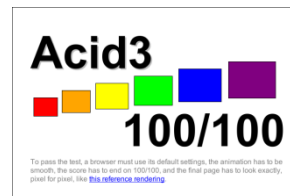
# HTML5 Gaming

- Cordova-Based SDK Built On HTML5 Standards
  - *WebGL, Canvas2D, IndexedDB, Workers, Web Sockets, AJAX, Multi-touch*
- Repackage Your HTML5
  - *Host your content directly on the device.*
  - *2D: Construct 2, GameMaker, cocos2d-HTML5*
  - *3D: Goo Engine, PlayCanvas, Verold 3D Engine (in beta)*
- BlackBerry Platform Services
  - *BlackBerry Messenger, Push Notifications, Payment SDK*
  - *Flurry Analytics*
- Coming soon
  - *Web audio, Gamepad, Scoreloop and more!*



Finished. Scroll down for results.

▶ r.0 Ring 0	(0 failed, 101 passed.)
▶ r.1 Ring 1	(0 failed, 149 passed.)
▶ r.2 Ring 2	(45 failed, 165 passed.)

















GAME DESTINATION: BLACKBERRY 10

It's where your game belongs.

# Construct 2

***Make games for...***

						
Web (HTML5)	iOS *	Android *	Windows 8 & RT	Windows Phone 8	Windows Desktop	Mac Desktop
						
Linux Desktop	Blackberry 10	Firefox Marketplace	Tizen	Facebook	Chrome Web Store	Amazon Appstore

***All platforms for one price — No subscription — Free updates***

GAME DESTINATION: BLACKBERRY 10

It's where your game belongs.

# Construct 2 – hello world

# Show Time – Construct 2 game

GAME DESTINATION: BLACKBERRY 10

It's where your game belongs.

BlackBerry® Z10 smartphone



# Air Gaming

- AIR
  - *Stage 3D coming on BlackBerry 10.2 OS update*
  - *Extend applications with AIR Native Extensions (ANE's)*
  - *Profile games with Adobe Scout*
- Starling Framework
  - *Create 2D games that are GPU accelerated*
  - *Open Source and Familiar API*
- Away3D Framework
  - *Create 3D games that are GPU accelerated*
  - *Open Source and Hundreds of Examples and Tutorials*



# Show Time – Adobe air game

GAME DESTINATION: BLACKBERRY 10

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Built for  
**BlackBerry™**

# Built for BlackBerry

- Benefits

- Shows users that games provide best BlackBerry 10 Experience
- Game stands out in the crowd with a distinguished logo
- May have higher profile in BlackBerry World Marketing, Social & Digital Media support and Direct Marketing

- Selection Criteria

- Good quality and genuine entertainment value
- Optimized for BlackBerry form factor & chipsets
- Full criteria at:

<http://developer.blackberry.com/builtforblackberry/>





# Show Time – Built for BlackBerry game

GAME DESTINATION: BLACKBERRY 10

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# BlackBerry Game Development - 101

Thank you!

