

ONE MORE THING...

ALGUNS DETALHES IMPORTANTES

CRITÉRIOS E AVALIAÇÃO

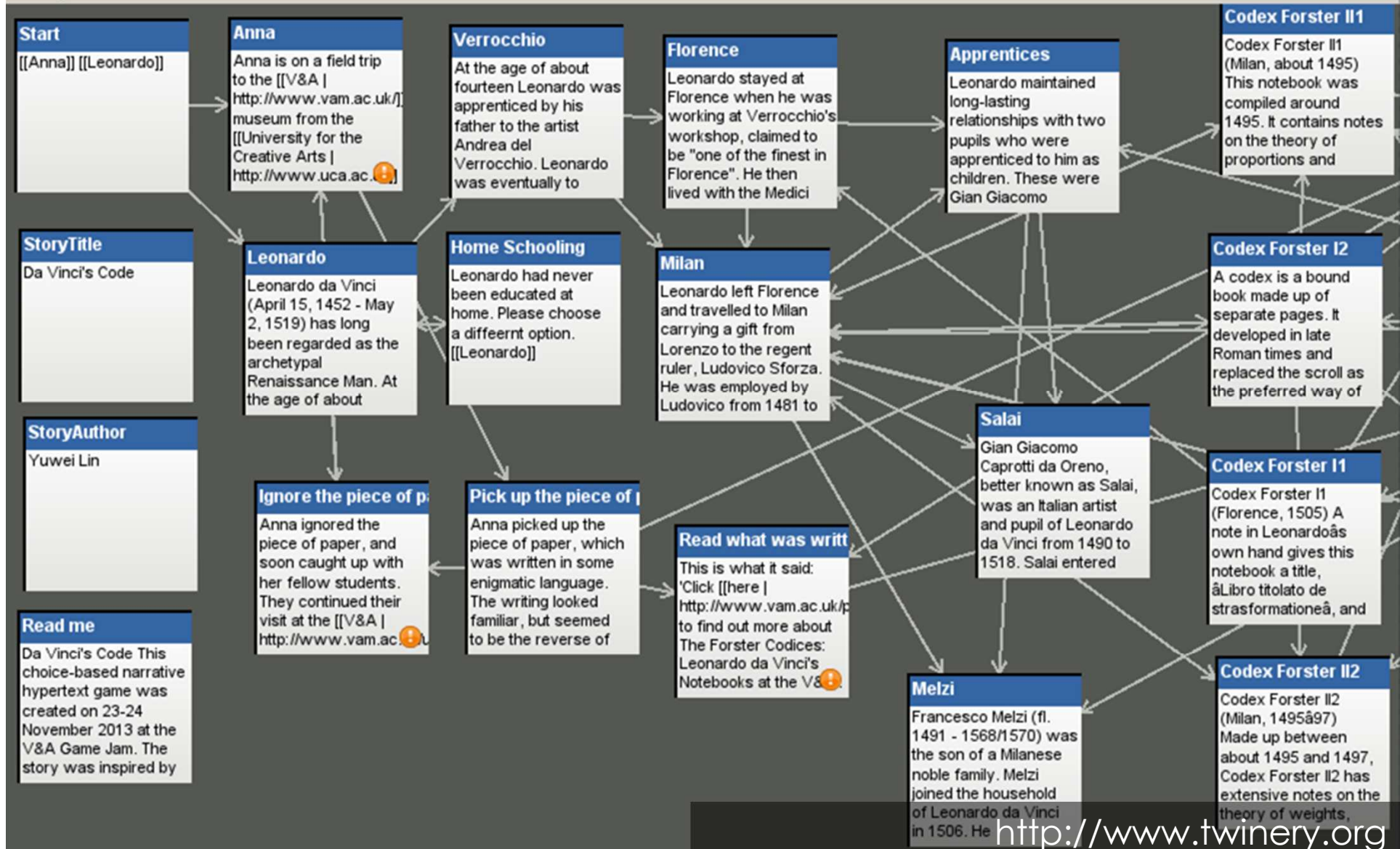
- POTENCIAL DE IMPACTO NA COMUNICAÇÃO E SAÚDE
- CARÁTER INOVADOR DO PROJETO
- RELEVÂNCIA DO TEMA E OBJETIVOS DE COMUNICAÇÃO NA FIOCRUZ
- EM CASO DE EMPATE, SERÃO PRIORIZADAS PROPOSTAS COM:
 - PARCERIAS ENTRE DIFERENTES UNIDADES OU SERVIÇOS DA FIOCRUZ
 - DIFERENTES GRUPOS DE PESQUISA
 - ASSOCIAÇÃO ENTRE PESQUISA, ENSINO E SERVIÇOS

REQUERIMENTOS

1. PREENCHIMENTO DO
 - **RELATÓRIO TÉCNICO DO APLICATIVO** NO CASO DE APPS
 - **GDD – *GAME DESIGN DOCUMENT*** NO CASO DE JOGOS
2. DEPÓSITO DO EXECUTÁVEL NO **ARCA**, O REPOSITÓRIO DA FIOCRUZ
3. ENTREGA DO CÓDIGO FONTE

GAME ENGINES

ALGUMAS RECOMENDAÇÕES (E NÃO-RECOMENDAÇÕES)



Digital Writing & Research Lab

Why do people use Twine? There are several reasons.

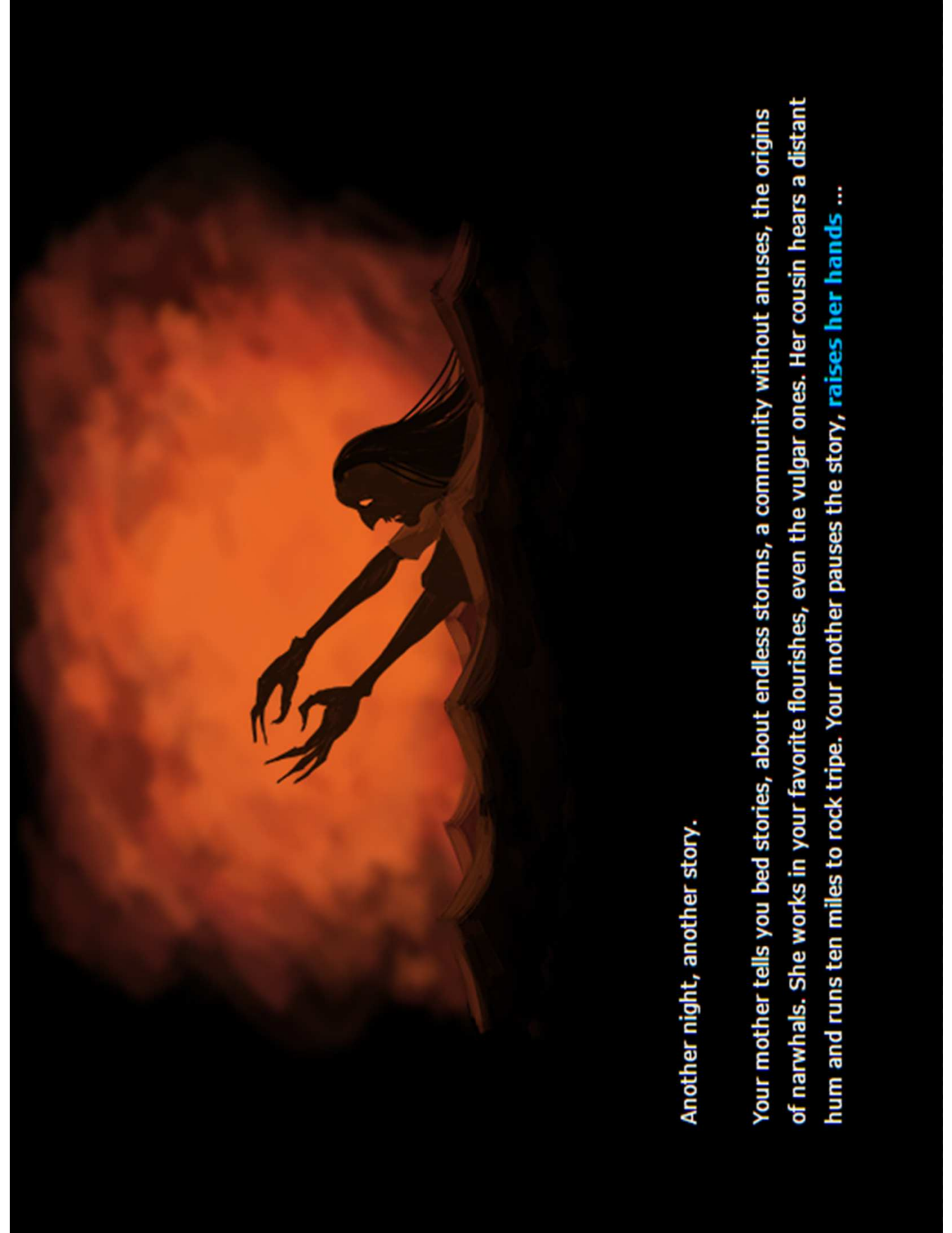
First, it's free! You don't have to pay a licensing fee in order to use it, and you can monetize the stories/games you create in Twine without fear of litigation from the code's creators.

Second, it's easy to learn yet difficult to master! Creating games in Twine isn't difficult. You will probably create your first game in minutes. However, due to the open-source nature of Twine, there are many, MANY resources available that allow one to enhance or augment the user experience of the game. For instance, this game teaches people how to add text and images into Twine games.

Third, and perhaps most importantly, is that Twine is a creative outlet! Many people use Twine to make games that wouldn't exist without the platform. Zoe Quinn, for example, created the game *Depression Quest* through Twine. Porpentine, another Twine game creator, made *Chrysalis* through Twine. These games and the people who make them attest to the creativity inherent in Twine. You too can use this to your advantage!

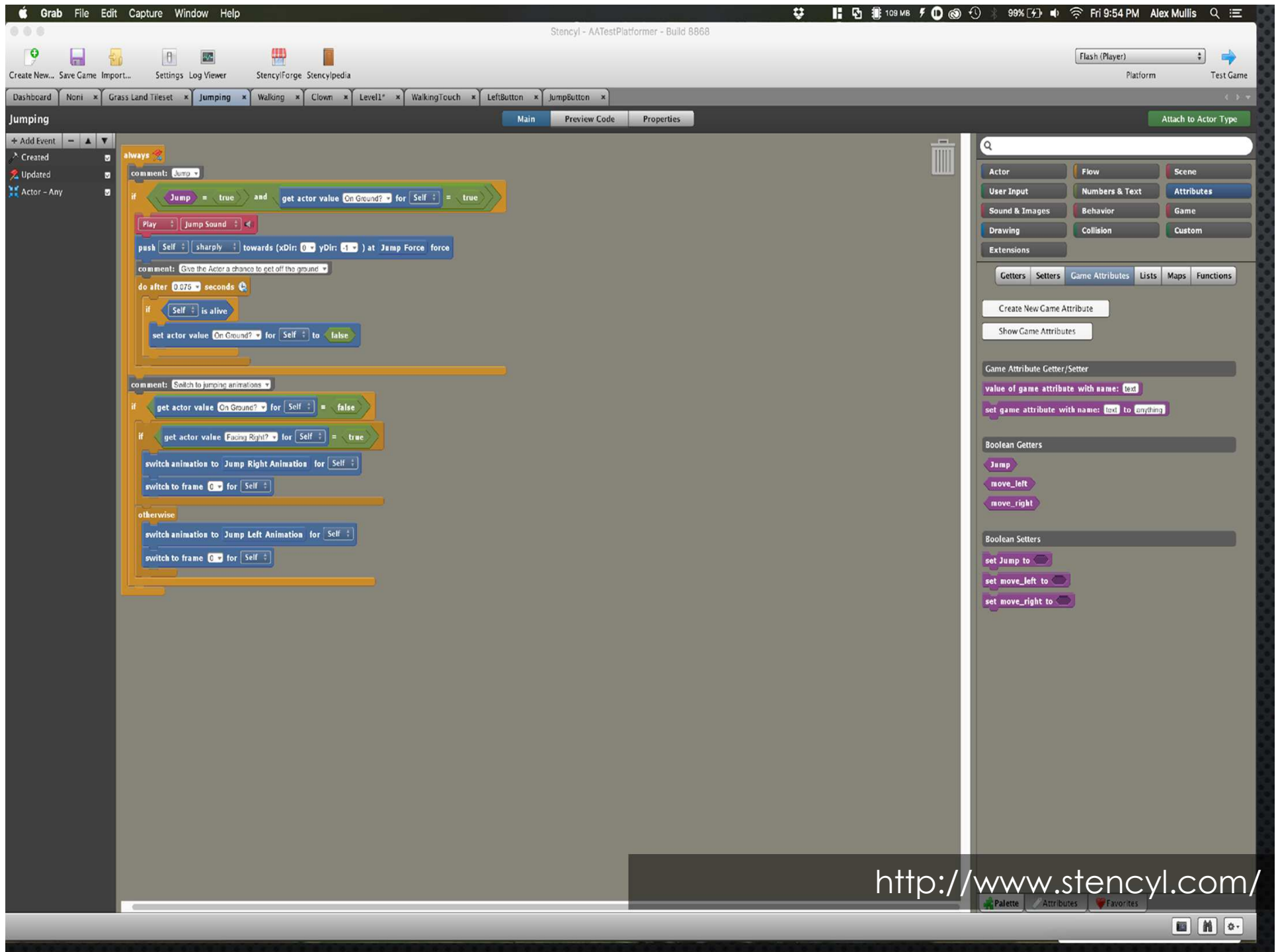
What would you like to do next?

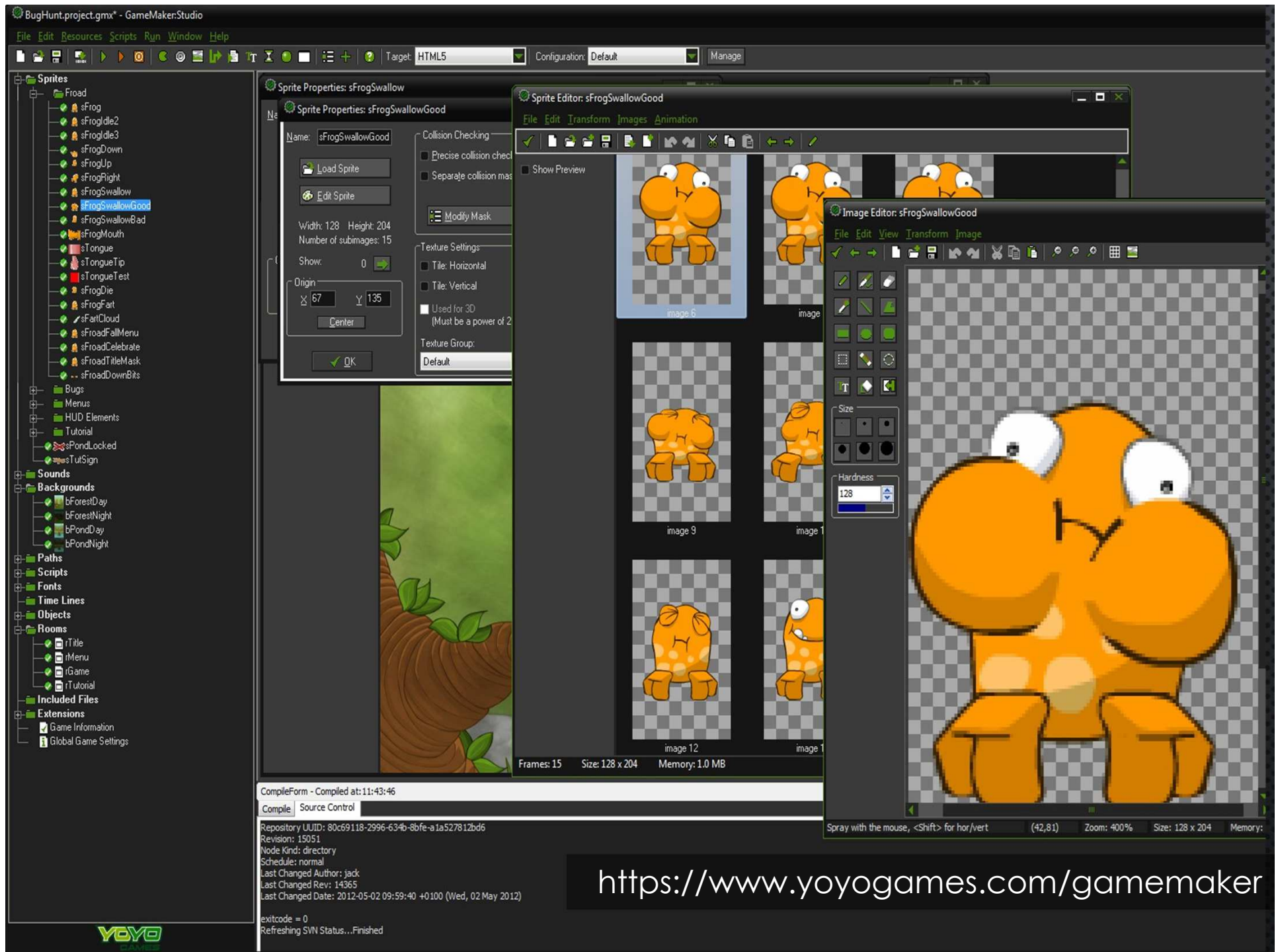
1. I would like to go back to the [Start](#).
2. I would like to know about [Twine's History](#).
3. I would like to know about the experience of [making](#) a Twine game.
4. I would like to learn how to create [links](#) in Twine.
5. I want to incorporate [images](#) into Twine.



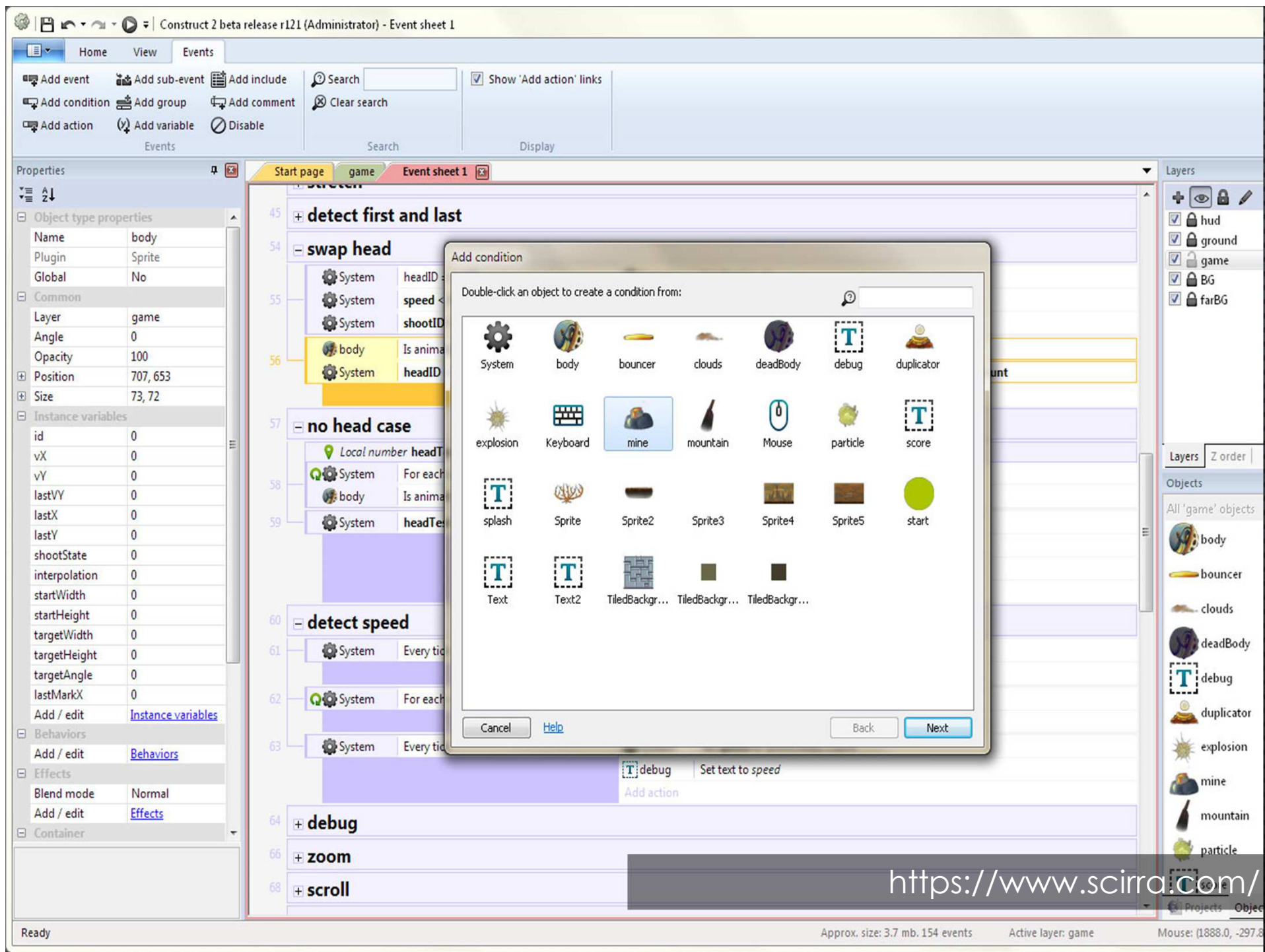
Another night, another story.

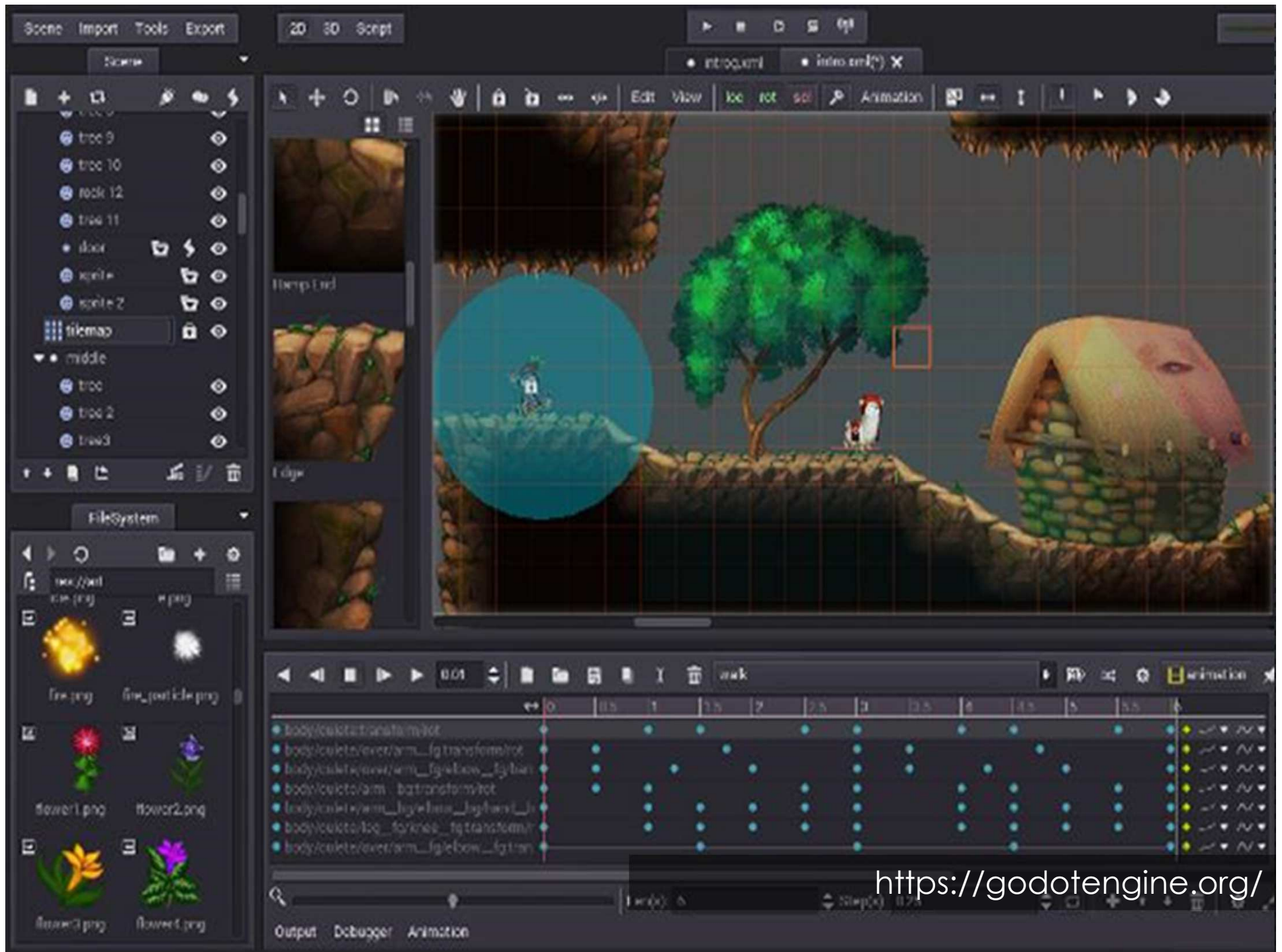
Your mother tells you bed stories, about endless storms, a community without anuses, the origins of narwhals. She works in your favorite flourishes, even the vulgar ones. Her cousin hears a distant hum and runs ten miles to rock tripe. Your mother pauses the story, **raises her hands** ...



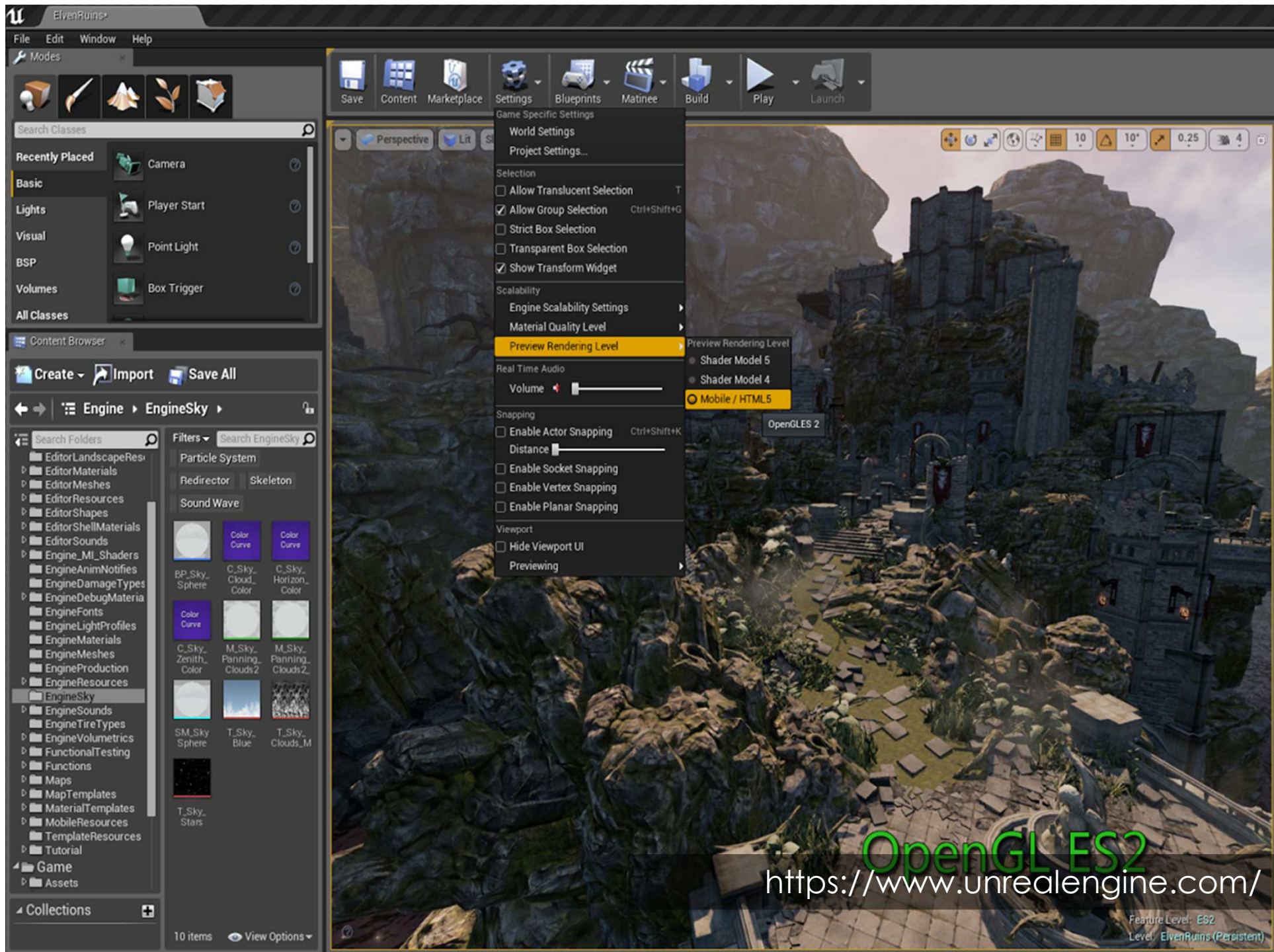


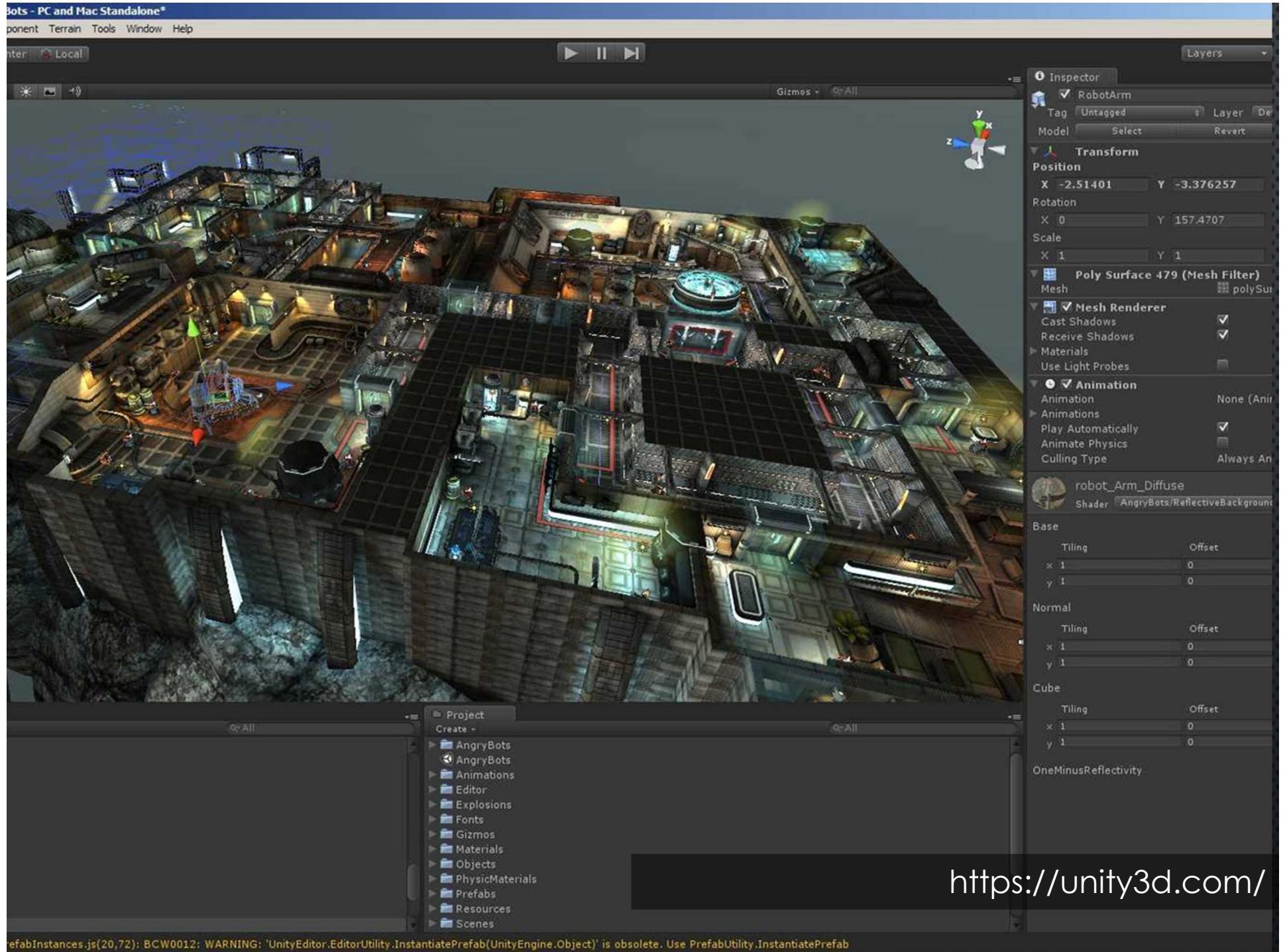
<https://www.yoyogames.com/gamemaker>





<https://godotengine.org/>

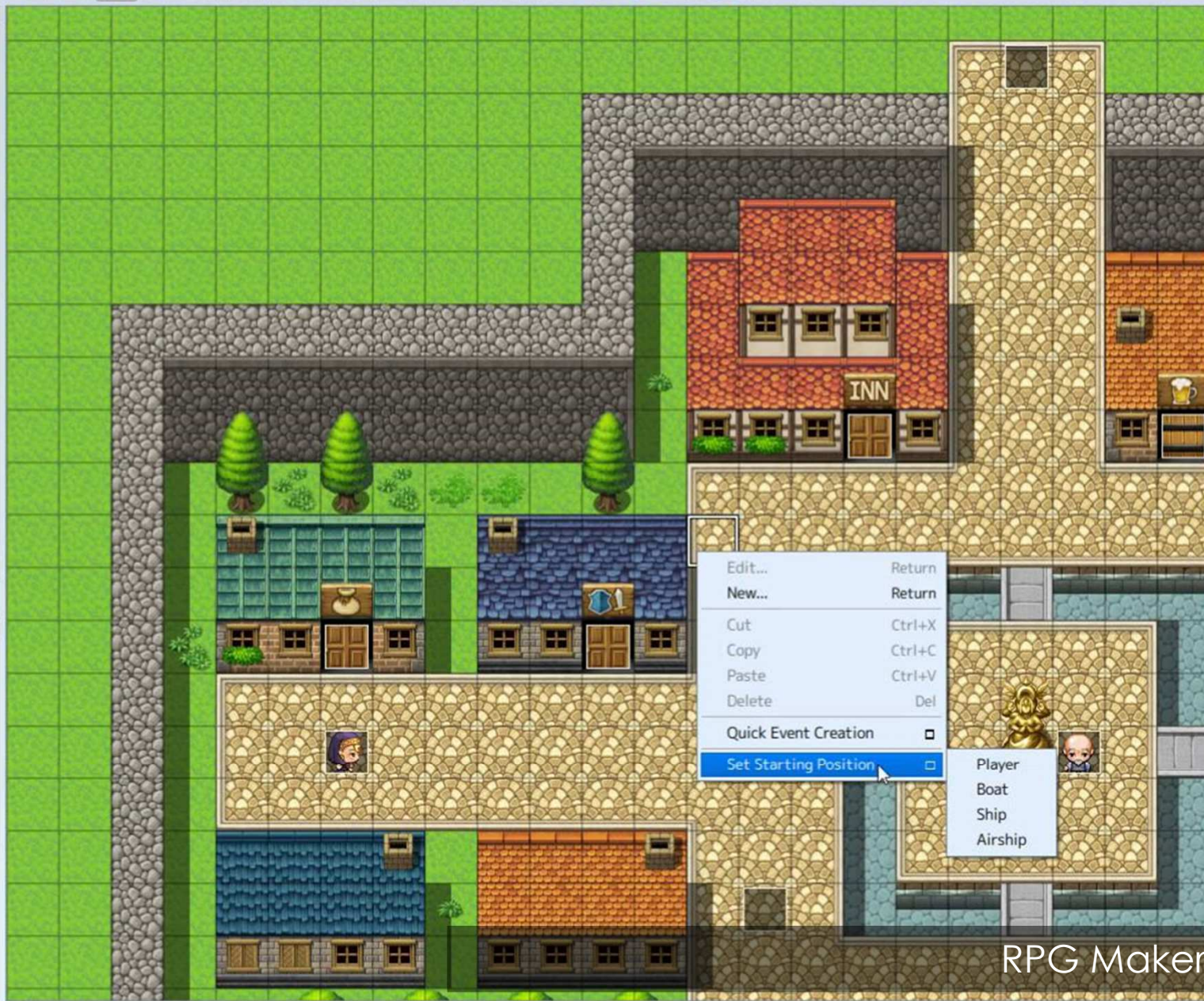






A B C D R

- The End Of An Age
 - Field 1
 - Further Port
 - TentInterior
 - Storage Shed
 - Port-en-tyne
 - InnF1F
 - Wep + Armour Shop
 - Items Shop
 - Church
 - Drinking Bar
 - Map to hideout
 - Village House C1F1F
 - Village House C1F2F
 - AirShip Port
 - BattleField Entrance
 - Battlefield
 - The Epicentre



RPG Maker



Flash

AFTER 20 YEARS OF FLASH

Adobe Flash

FI

Rebrand to

Adobe Animate

AN

SAME SH*T, DIFFERENT NAMES



The FASTEST MAN ALIVE!



The

FLASH

MAR.
NO. 186

12¢

SO THAT'S WHAT
HAPPENED TO
THE FLASH!



Flash

List of game engines

✱ Connected to: PlayStationLinuxiOS

From Wikipedia, the free encyclopedia

Game engines are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.

Engines

Note: The following list is not exhaustive. Also, It mixes **game engines** with **rendering engines** as well as **API bindings** without any distinctions.

Name	Primary programming language	Scripting	Cross-platform	2D/3D oriented	Target platform	Notable games	License	Notes and references
4A Engine			Yes	3D	Windows, OS X, Linux, PlayStation 3, PlayStation 4, Xbox 360, Xbox One	Metro 2033, Metro: Last Light	Proprietary	
A-Frame (VR) Adventure Game Interpreter	HTML, JavaScript	JavaScript	Yes	3D	Cross-platform	A-Painter ^{en}	MIT	Open source Entity component system WebVR framework
		C style	Yes	2D	DOS, Apple SOS, ProDOS, Classic Mac OS, Atari TOS	List	Proprietary	
Adventure Game Studio	C++	AGSScript	Yes	2D	Windows, Linux	Chzo Mythos, The Blackwell Series	Artistic 2.0	Mostly used to develop third-person pre-rendered graphic adventure games, one of the most popular for developing amateur adventure games
Alamo			Yes	3D	Windows, OS X, Xbox 360	Star Wars: Empire at War, Star Wars: Empire at War: Forces of Corruption, Universe at War: Earth Assault	Proprietary	
Allegro One	C++	Lua, Marathon markup language	Yes	2.5D	Windows, Linux, OS X	Allegro One (Marathon remake)	GPL	FPS engine
Allegro	C	Ada, C++, C#, D, Lisp, Lua, Mercury, Pascal, Perl, Python, Scheme	Yes	2D	Windows, Linux, OS X, iOS, Android, Raspberry Pi, DOS	Factorio	zlib	Graphics, audio, input
Antiriyad Gx			Yes	3D	Windows, Mac OS, Linux, iOS, Android, AmigaOS, AROS, MorphOS, NACL		Proprietary	
Anura	C++		Yes	2D	Windows, Linux, OS X, iOS, Android, BlackBerry 10	Frogatto & Friends	zlib	[citation needed]
Anril	C++, C#		Yes	3D	Windows, PlayStation 3, PlayStation 4, PlayStation Vita, Wii U, Xbox 360, Xbox One	List	Proprietary	
App Game Kit	C++, BASIC	C++, AGK BASIC	Yes	2D, 3D	Windows, Mac, iOS, Android, HTML5, Raspberry Pi	Echoes, Driving Test Success Apps, Squashies	Proprietary	
Ardor3D	Java		Yes	3D	Cross-platform		zlib	Fork of jMonkeyEngine 2.0
Aurora toolset	C++	NWScript	No	3D	Windows	Neverwinter Nights	Proprietary	
BigWorld		Python	Yes	3D	Windows, Linux, Xbox 360, PlayStation 3	List	Proprietary	
Blend4Web	JavaScript, Python, C, C++	JavaScript	Yes	3D	WebGL, Windows, Linux, OS X, iOS, Android	Experience Curiosity, Petigor's Tale, Back to the Middle Ages	GPLv3 or commercial	Game content, including graphics, animation, sound, and physics, is authored in the 3D modeling and animation suite Blender ^{en}
Blender	C, C++	Python	Yes	2D, 3D	Windows, Linux, OS X, Solaris	Yo Frankie!, Sintel The Game, ColorCube	GPL	2D/3D game engine packaged in a 3D modeler with integrated Bullet physics library ^{en} ^[c]
Bork3D Game Engine								
BRender	C++		Yes	3D	IOS, OS X, Windows	List	Proprietary	
			Yes	3D	Windows, DOS, PlayStation	Carnagedaddon, FX Fighter, I-War (Independence War),	Proprietary	
Build engine			Yes	2.5D	Windows, Linux, OS X, DOS	Duke Nukem 3D, Shadow Warrior, Blood, Redneck Rampage	Custom, free non-commercial use	FPS engine: 2.5D, 2D grid base geometry
Buildbox	C++		Yes	2D	Windows, OS X, IOS, Android	Ball Jump, Sky, The Line Zen, Phases	Proprietary	Drag and drop game builder without scripting
C4 Engine			Yes	3D	PlayStation 4, PlayStation 3, Windows, OS X, Linux, iOS	List	Proprietary	Retired, no longer available for licensing ^{en}
Cofu Engine	C++	Lua	Yes	3D	Windows, Linux, OS X		GPL or Proprietary	Includes map editor and networking ^{en}
Chrome Engine	C++		Yes	3D	Windows, Linux, PlayStation 4, Xbox One	List	Proprietary	
ClanLib	C++		Yes	2.5D	Windows, Linux, OS X		zlib	
Clausewitz	C++		Yes	3D	Windows, OS X, Linux	All Paradox Development Studio games since 2007	Proprietary	

List of Game engines

[illegible]

OBRIGADO

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