



ARQUITECTOS DE SOFTWARE

ABSTRACT FACTORY LOCATOR PATTERN

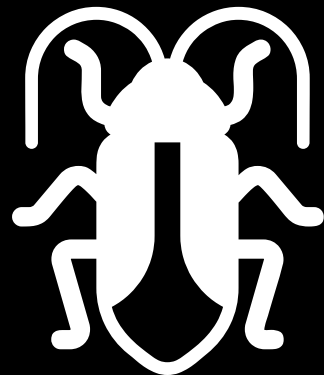


ARQUITECTOS DE SOFTWARE

ABSTRACT FACTORY LOCATOR PATTERN



INDIES





ARQUITECTURA

ESCALABLE EN

UNITY PARA INDIES

DIEGO FREIJO

EVA 2023



Mark Mayers

@DesolusDev



 **Unity**  @unity · 12 sept.

Today we announced a change to our business model which includes new additions to our subscription plans, and the introduction of a Runtime fee. We wanted to provide clarifying answers to the top questions most of you are asking.

Yes, this is a price increase and it will only... [Mostrar más](#)



¿QUIÉN TE CONOCE?



FIELD STATS

30



CLICK HERE TO BUY THIS LOT



750/750

If you want to buy some wheels you're gonna need a place to keep. Build a GARAGE in the lot next to your house.



MANUEL THE SUPER

499 / 500



		1	1	5	12
RECRUIT	RECRUIT	Robert	Sandra	Charlotte	Yoshiki

35



**Estudiá
Multimedia**

**Estudiá
Videojuegos**

**Especializate
en UX**

Conocé más
sobre nosotros



COMUNIDAD

INVESTIGACIÓN

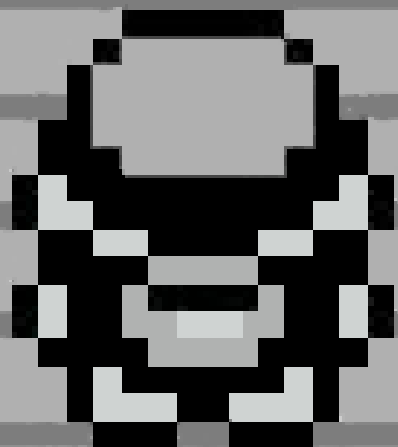
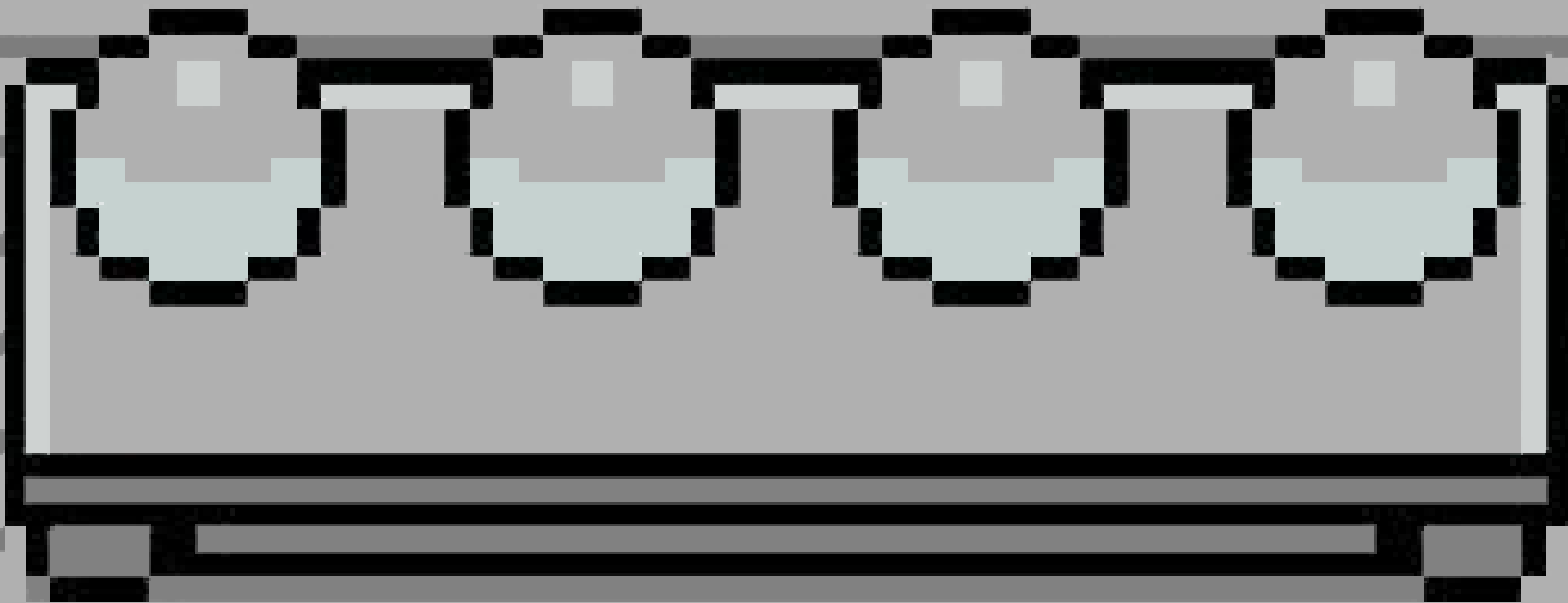
LA ESCUELA





ESTA CHARLA





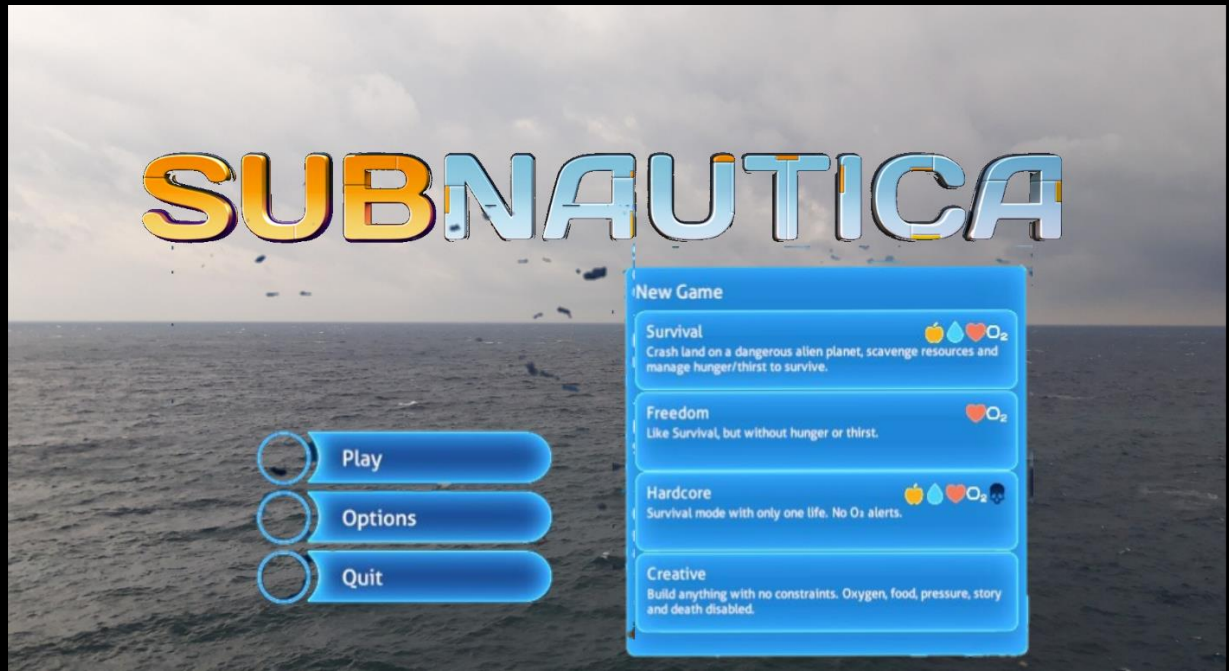


FLUJO DE JUEGO



Wild **PROBLEMA**

appeared!



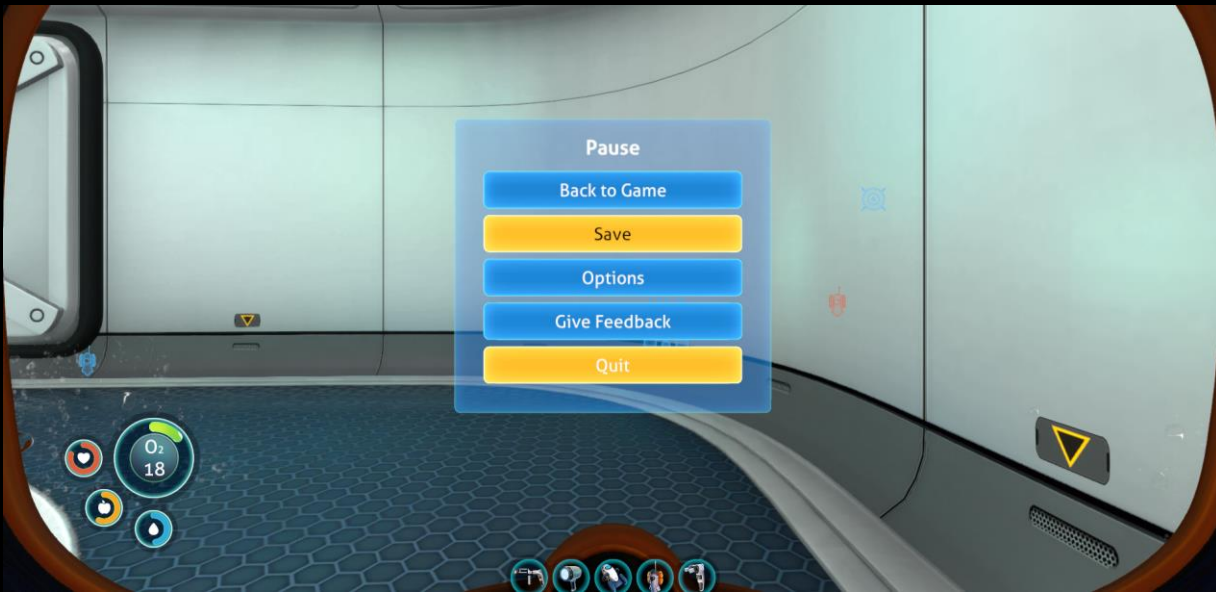
FLUJO DE JUEGO

VENTANAS



Wild **PROBLEMA**

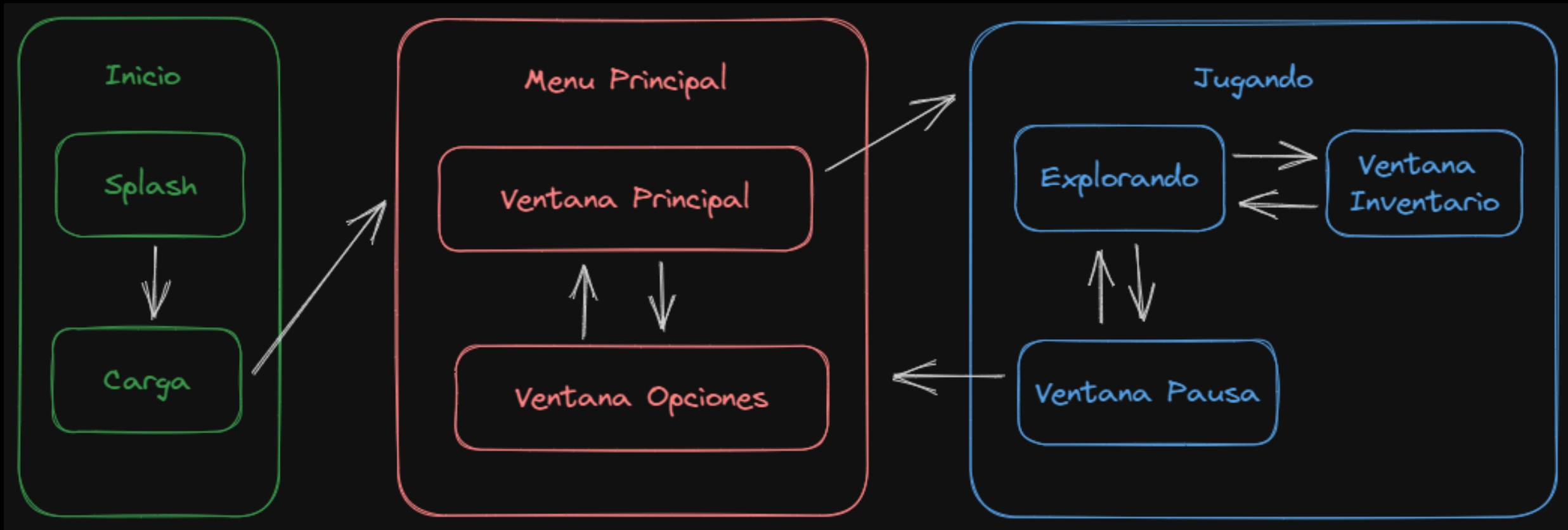
appeared!

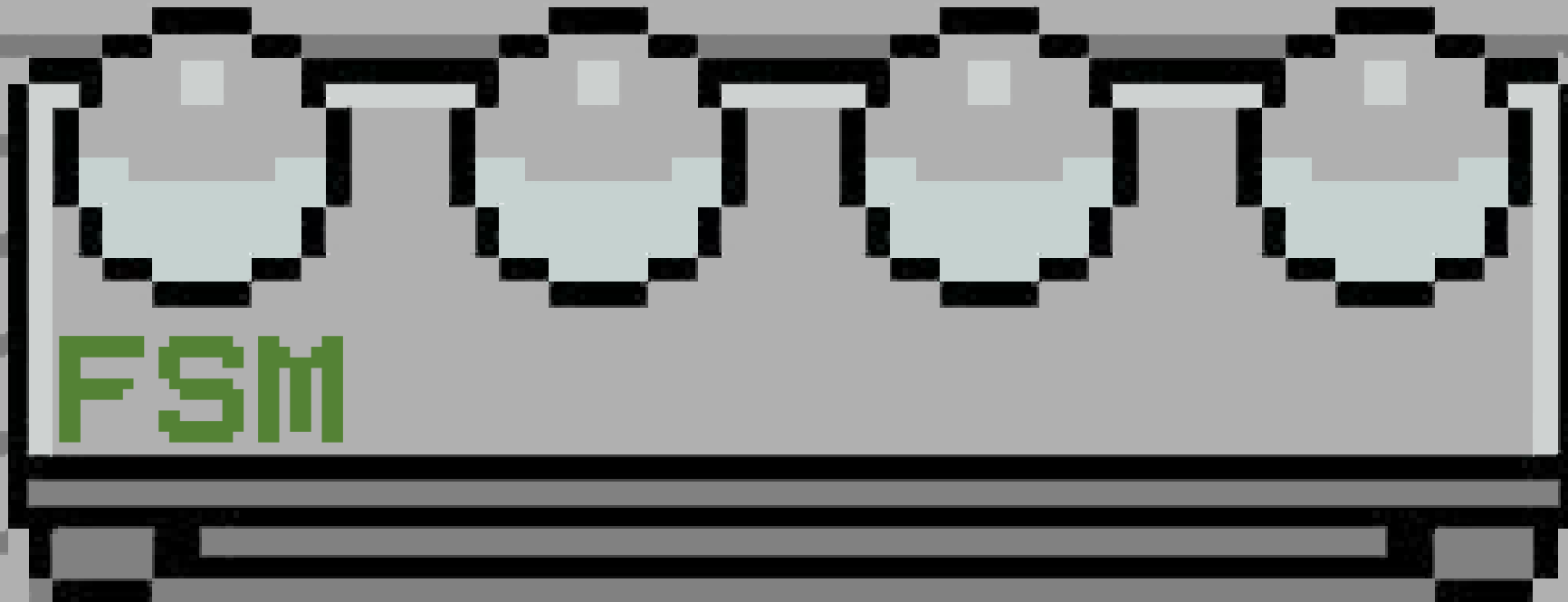


MAQUINA DE ESTADOS



MAQUINA DE ESTADOS





MAQUINA DE ESTADOS

MENSAJES GLOBALES



Wild **PROBLEMA**

appeared!

MENSAJES GLOBALES

TRANSICIONES (FSM)

CAMBIO DE IDIOMA

LOGRO DESBLOQUEADO

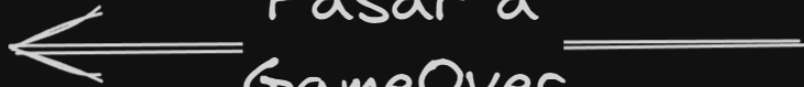
PROBLEMAS DE RED

PUSHING

FSM

Pasar a
GameOver

Salud



POOLING

FSM

Update():
GameOver?

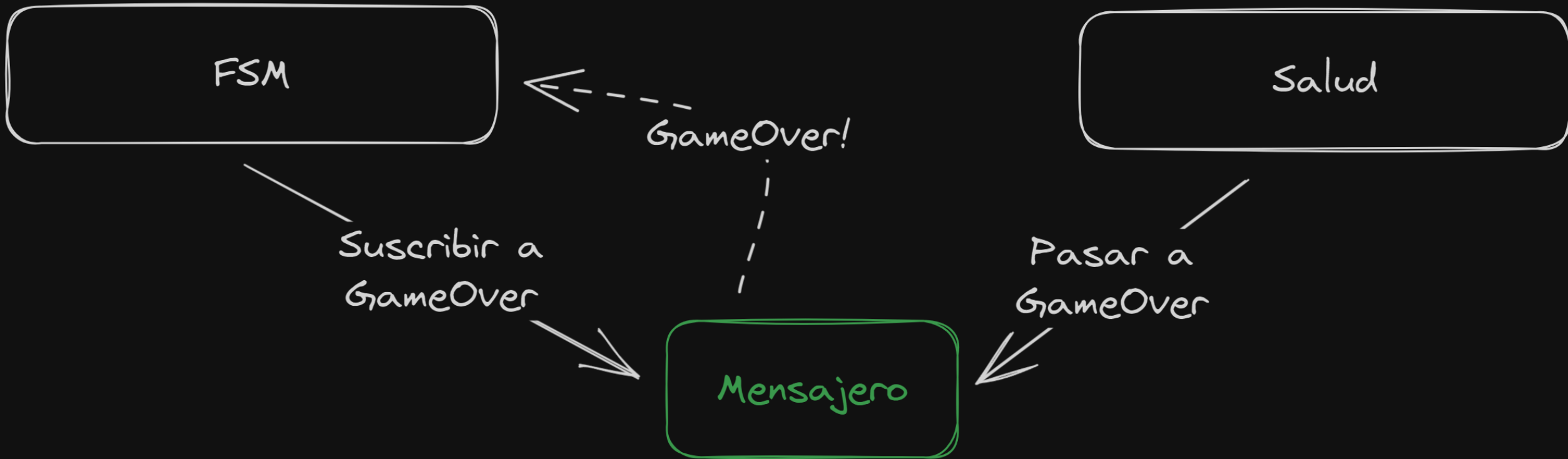
Salud



EVENTOS



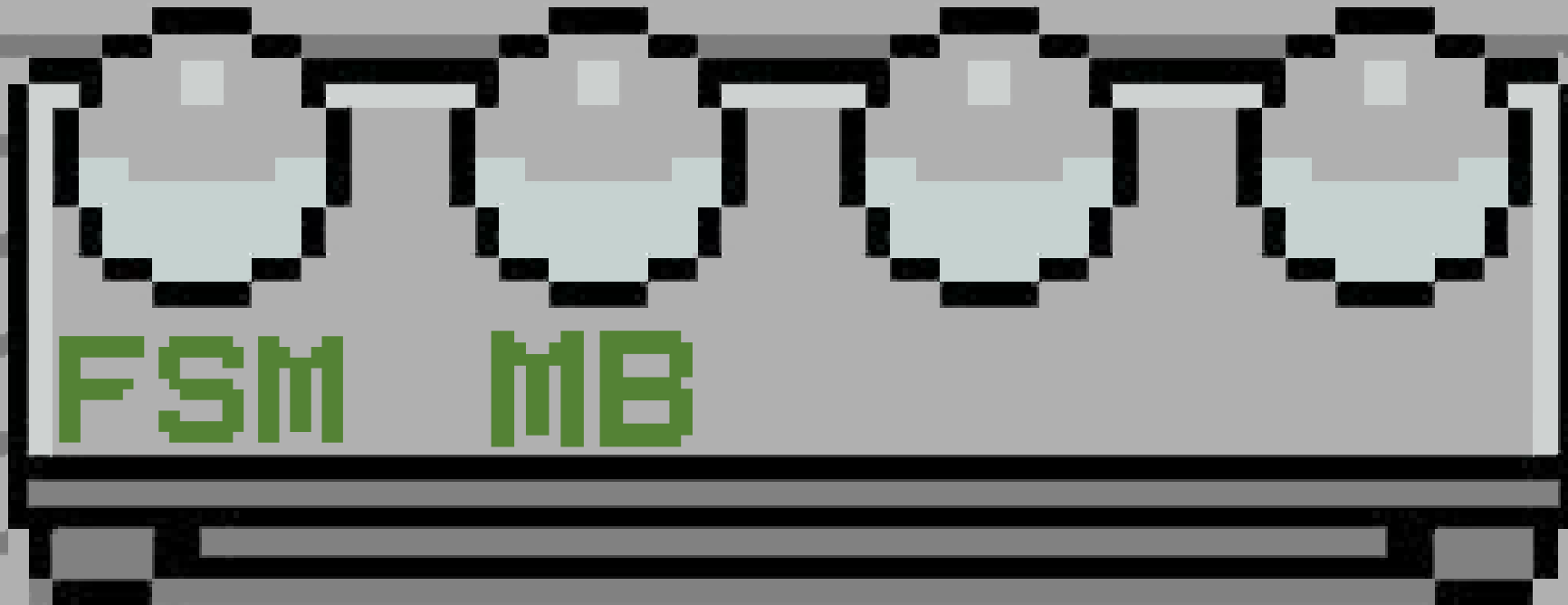
MESSAGE BROKER



MESSAGE BROKER

ZENJECT

UNIRX



MESSAGE BROKER

ESTADO GLOBALMENTE ACCESIBLE



Wild **PROBLEMA**

appeared!

ESTADO GLOBALMENTE ACCESIBLE

- MESSAGE BROKER
- ENEMIGO → JUGADOR
- NIVEL CARGADO
- ABRIR VENTANA

SINGLETON!

- UNA INSTANCIA
- GLOBALMENTE ACCESIBLE

SINGLETON?

- UNA INSTANCIA PARA SIEMPRE
- GLOBALMENTE ACCESIBLE
 - CAMBIOS GLOBALES
 - DEPENDENCIA ESTÁTICA
 - POLIMORFISMO?

SINGLETON???

DIFICIL DE AISLAR

- ESCENA EN BLANCO?
- UNIT TESTS?
- ENTENDER

ESTADO GLOBAL evolved

into **JUEGO INDEBUGUEABLE!**

SERVICE LOCATOR?

EVADE ALGUNOS PROBLEMAS

TERMINA EN LA MISMA

INYECCION DE DEPENDENCIAS

```
graph LR; A[Installer] <--> B[Programa];
```

Installer

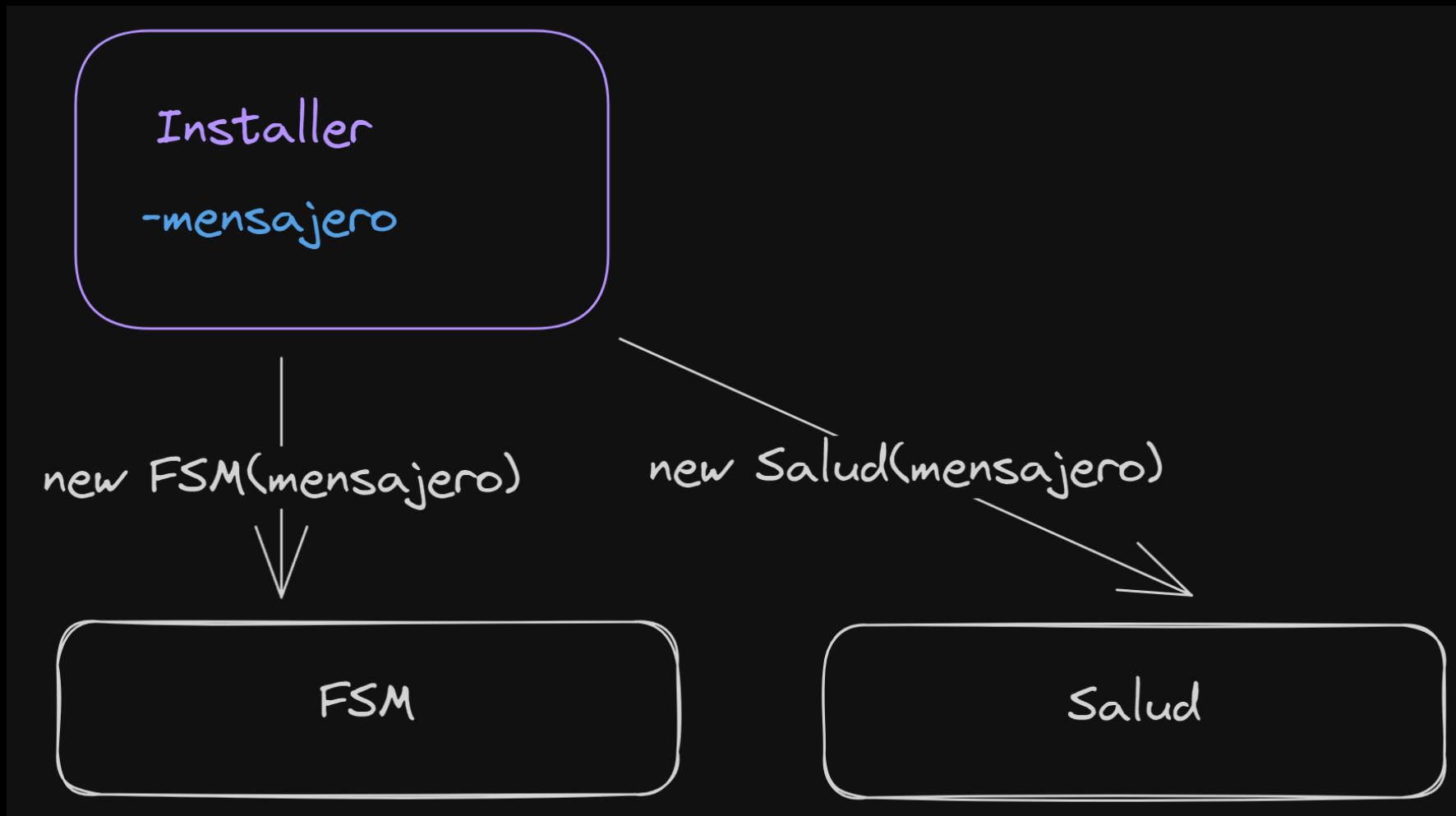
INYECCION DE DEPENDENCIAS

Installer
-mensajero

—new Mensajero()—>

Mensajero

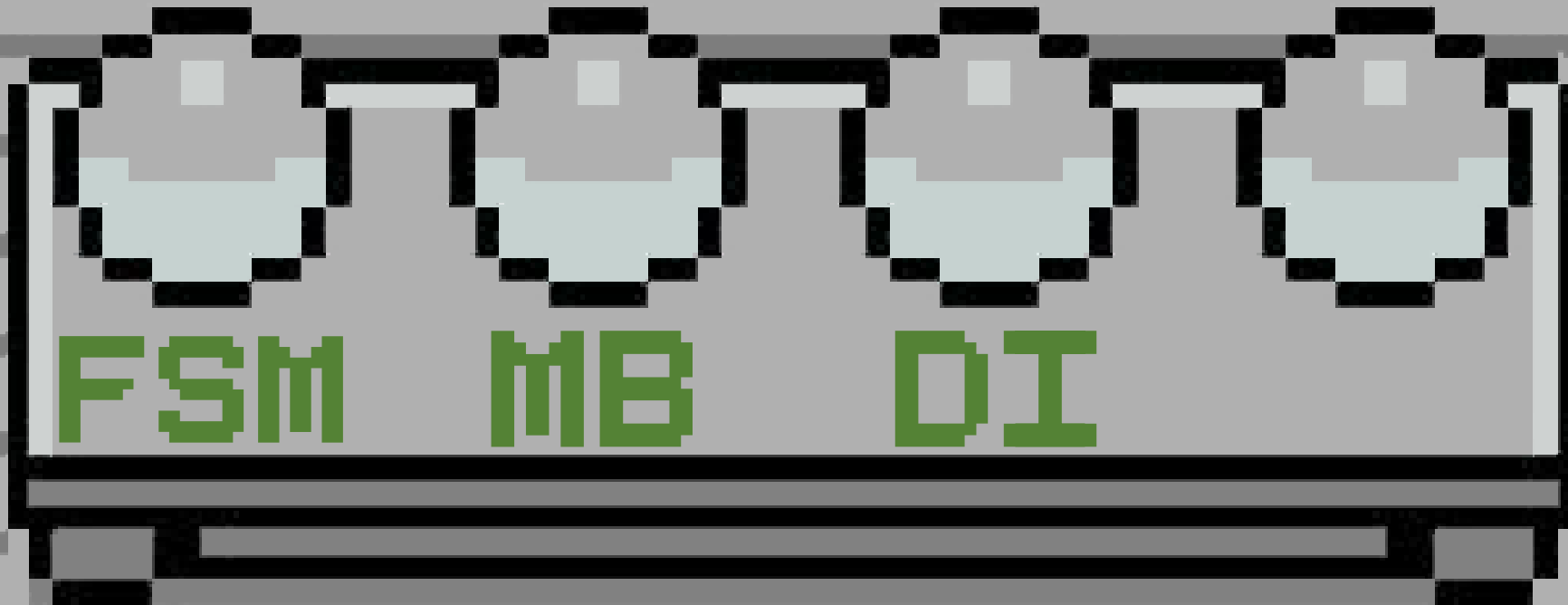
INYECCION DE DEPENDENCIAS



INYECCION DE DEPENDENCIAS

ZENJECT

UCONTAINER



DEPENDENCY INJECTION

UNIT TESTS



Wild **PROBLEMA**

appeared!





MONOBEHAVIOUR

DIFICIL DE

TESTEAR

UNIT TESTS

PERSISTENCIA



Wild **PROBLEMAS**

appeared!

MONOBEHAVIOUR

DIFICIL DE

PERSISTIR

UNIT TESTS

PERSISTENCIA

MODS



Wild **BUENO CALMATE**

appeared!

MONOBEHAVIOUR

DIFICIL DE

EDITAR POR JSON

MONOBEHAVIOUR

FACILES PARA

INTERACTUAR

JugadorGO



JugadorGO



Salud



JugadorGO



Salud

-GameOver(mb)



JugadorGO



Salud

-GameOver(mb)

-MostrarHud()



JugadorGO



Salud

-GameOver(mb)

-MostrarHud()

-actual



JugadorGO



Salud

-GameOver(mb)

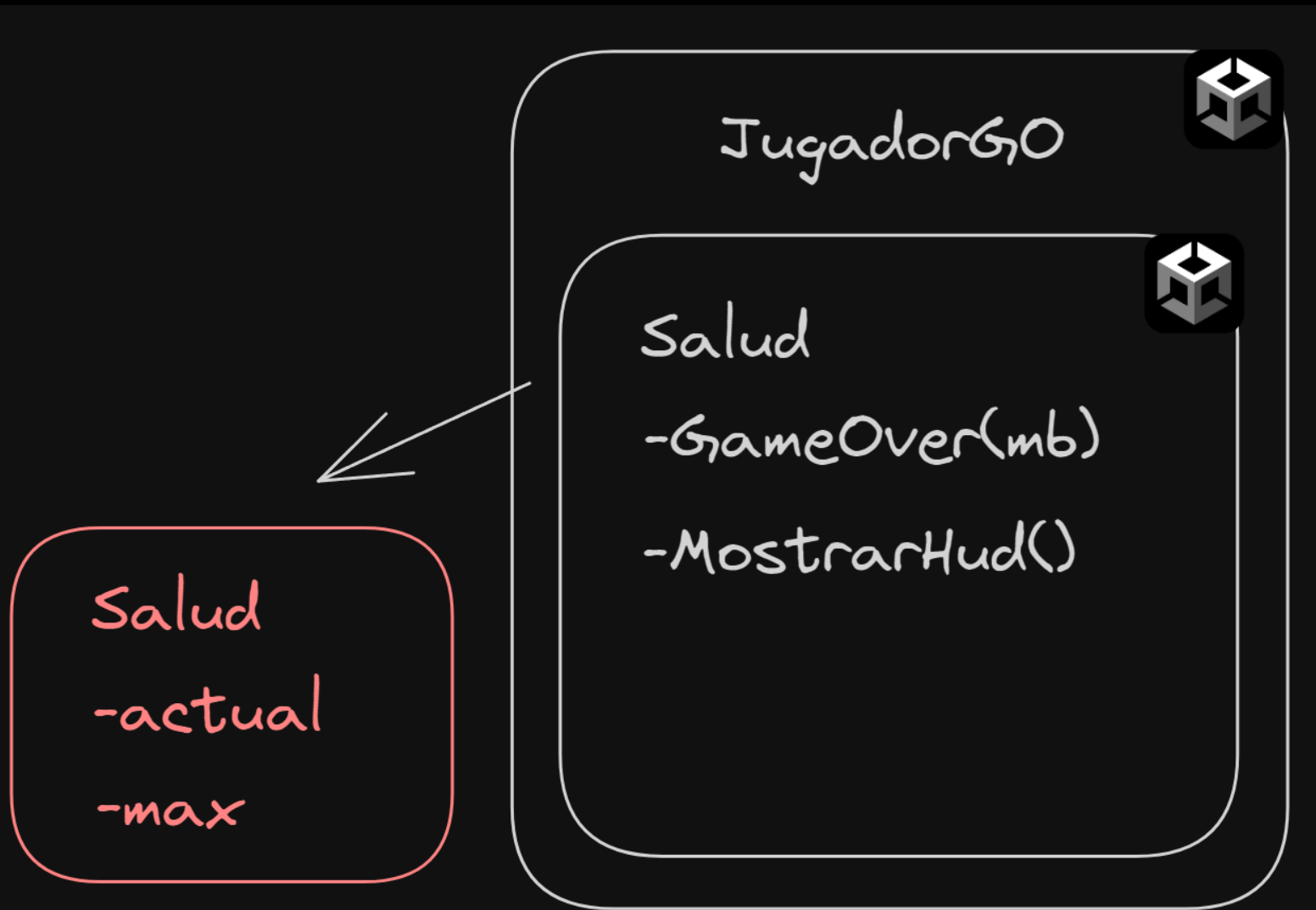
-MostrarHud()

-actual

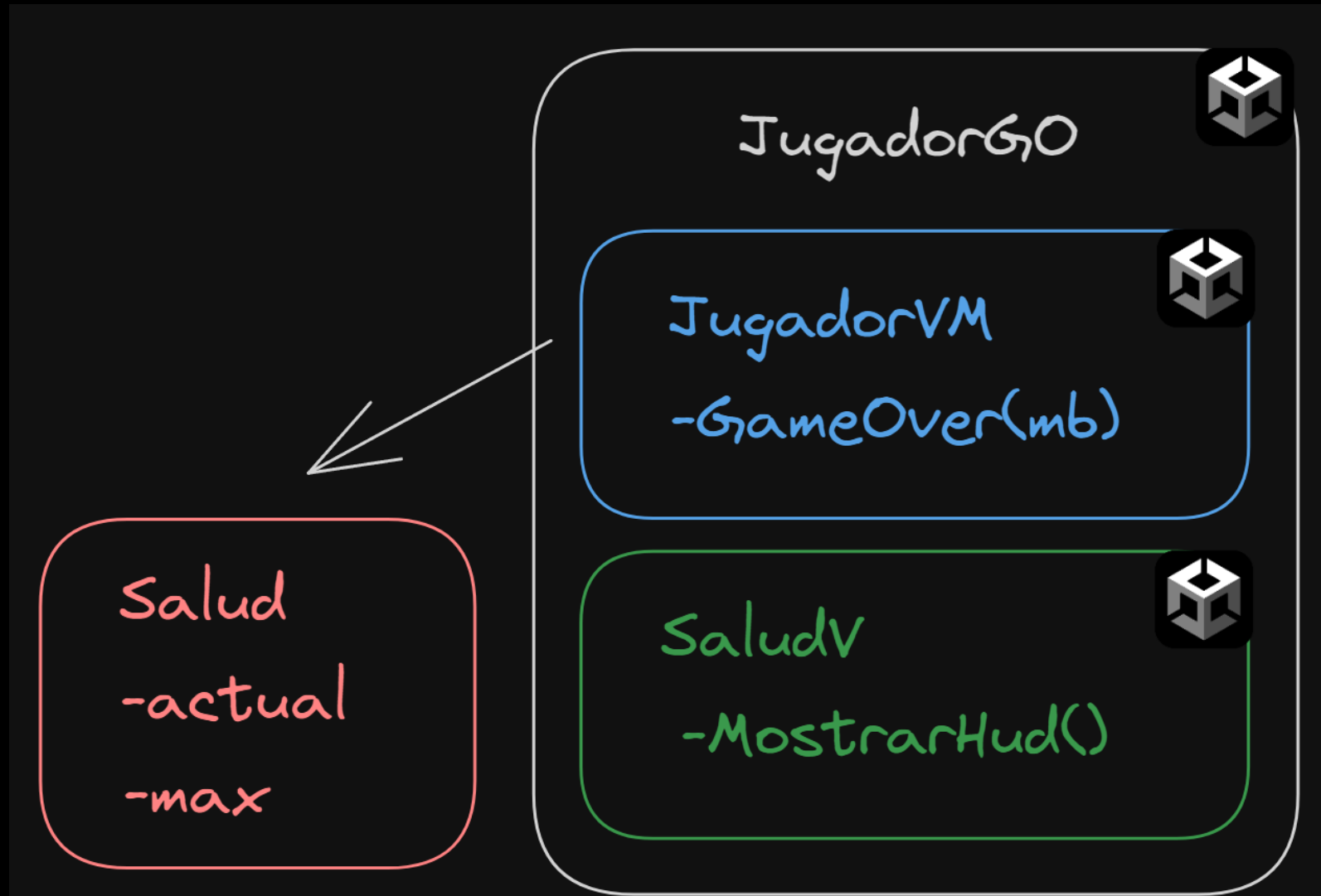
-max



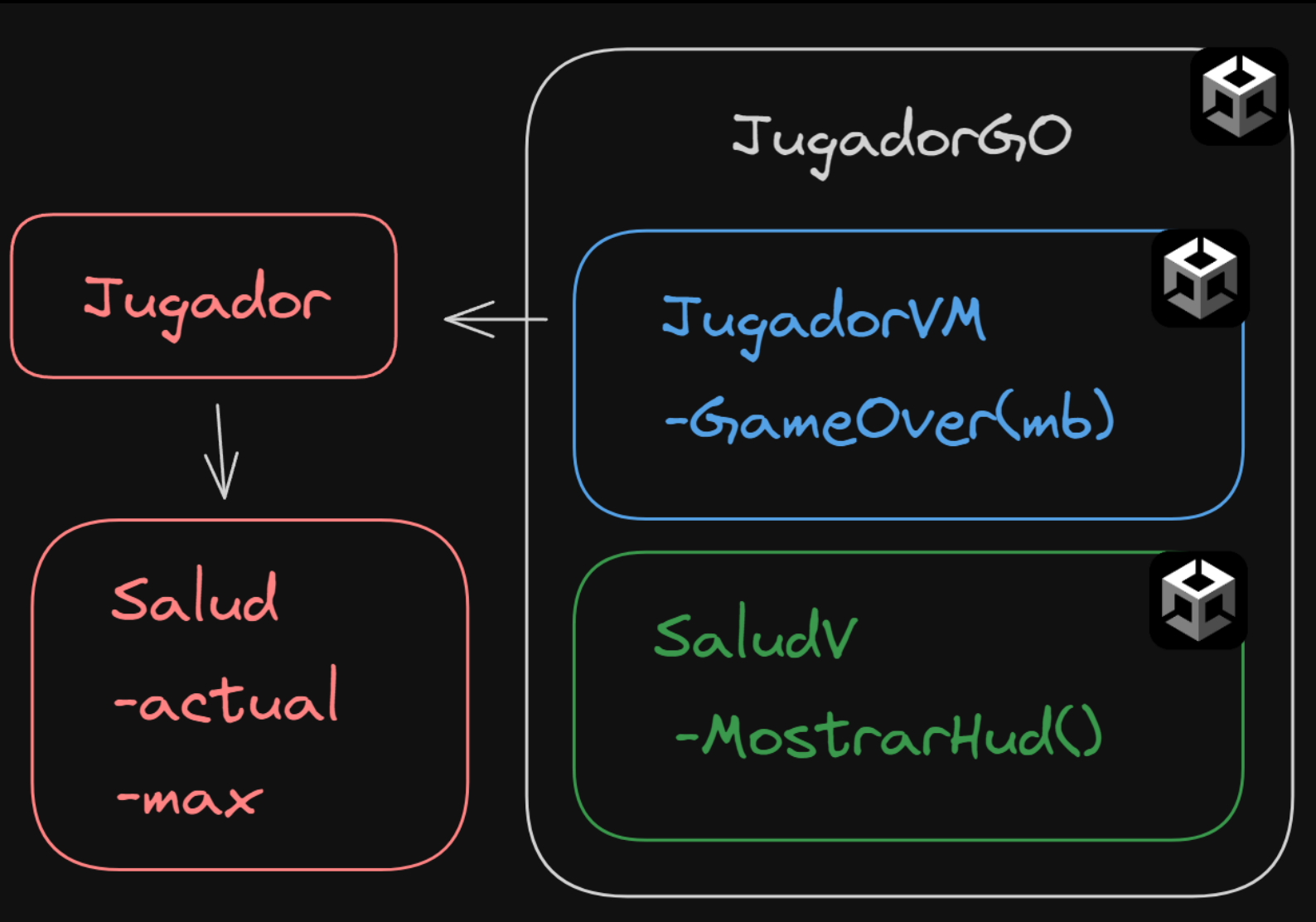
MODELO



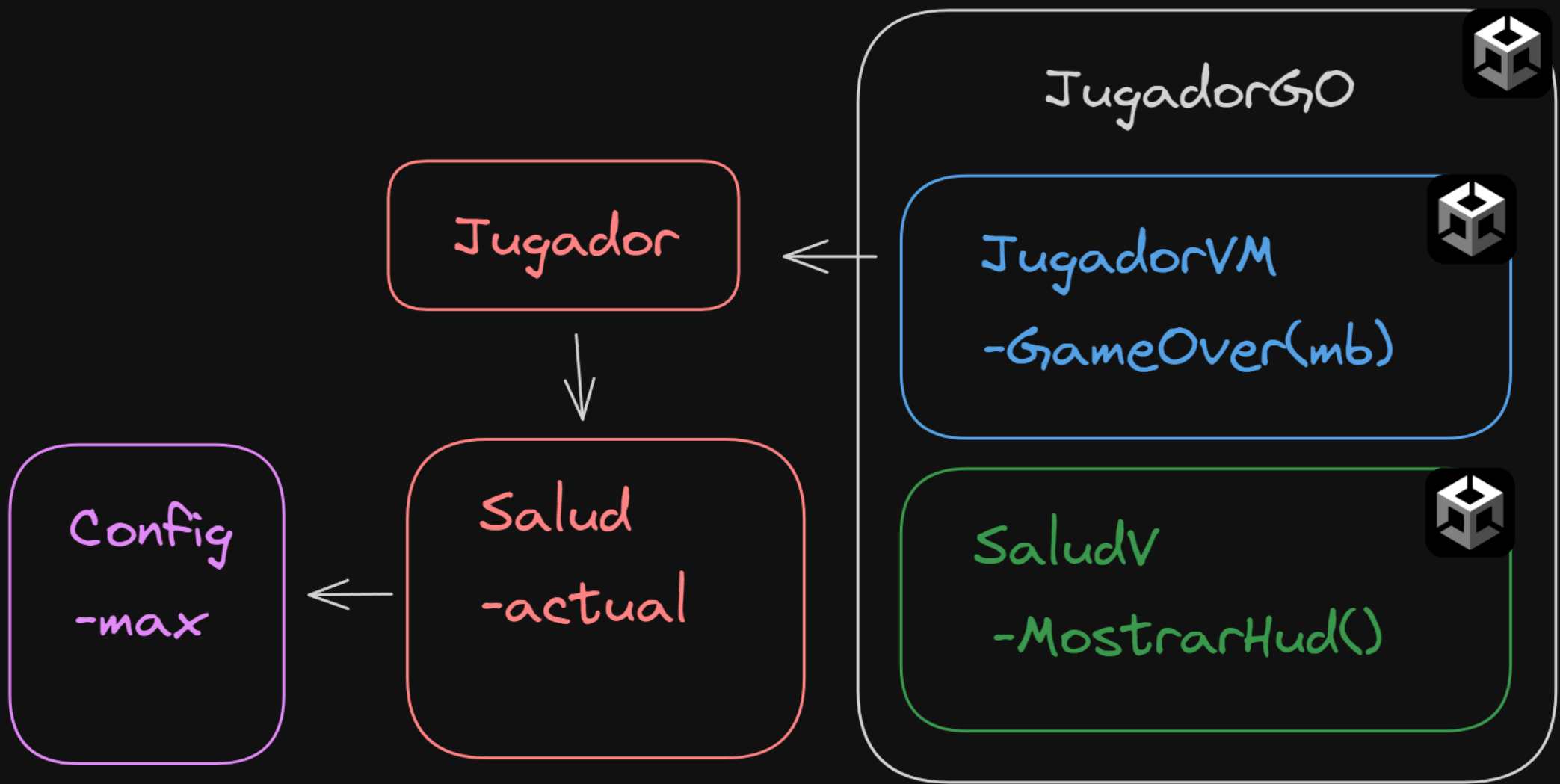
VIEW MODEL - VISTA



MAS MODELO



MODS



UNIT TESTS

PERSISTENCIA

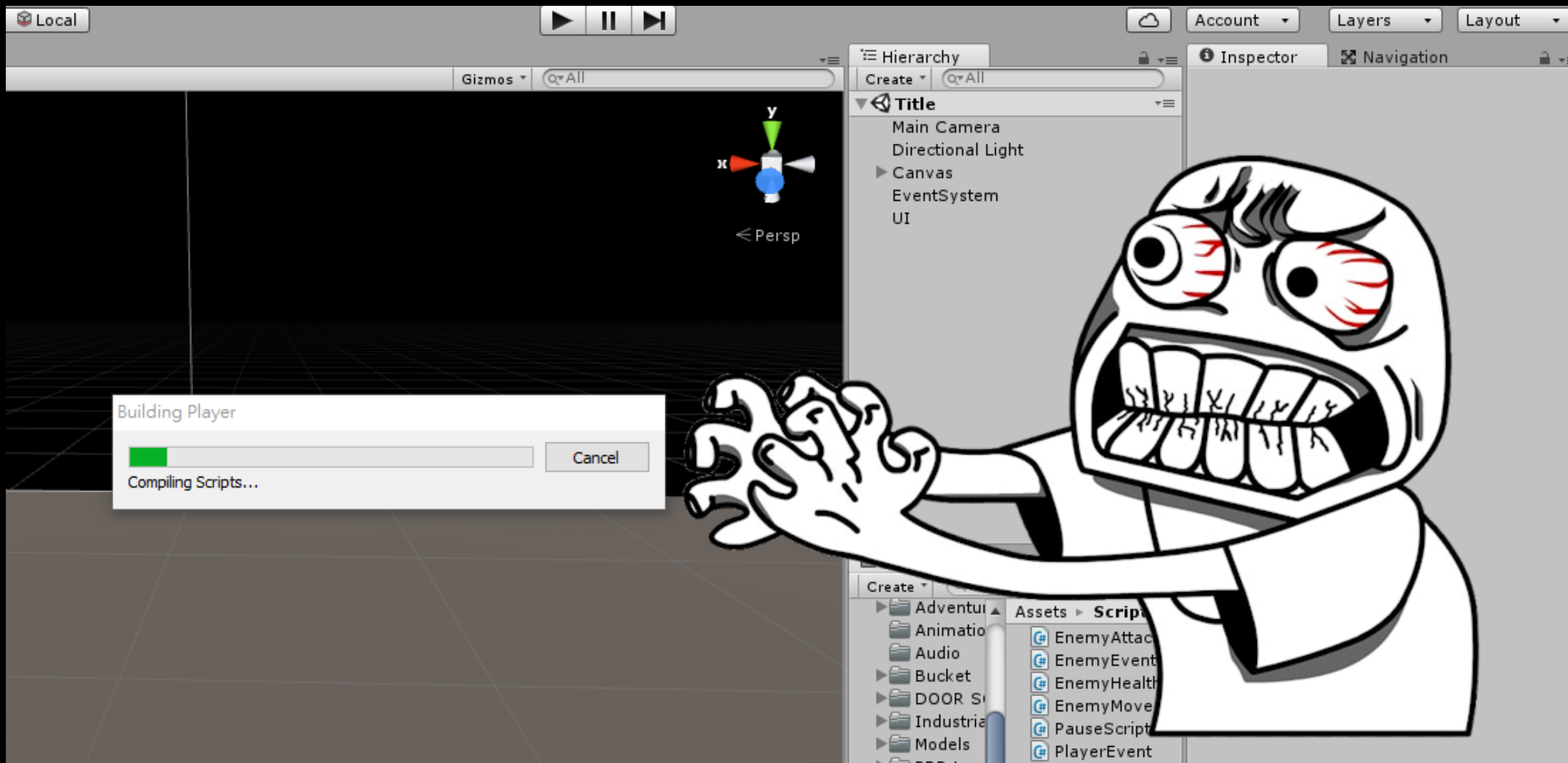
MODS

TIEMPOS DE COMPILACION

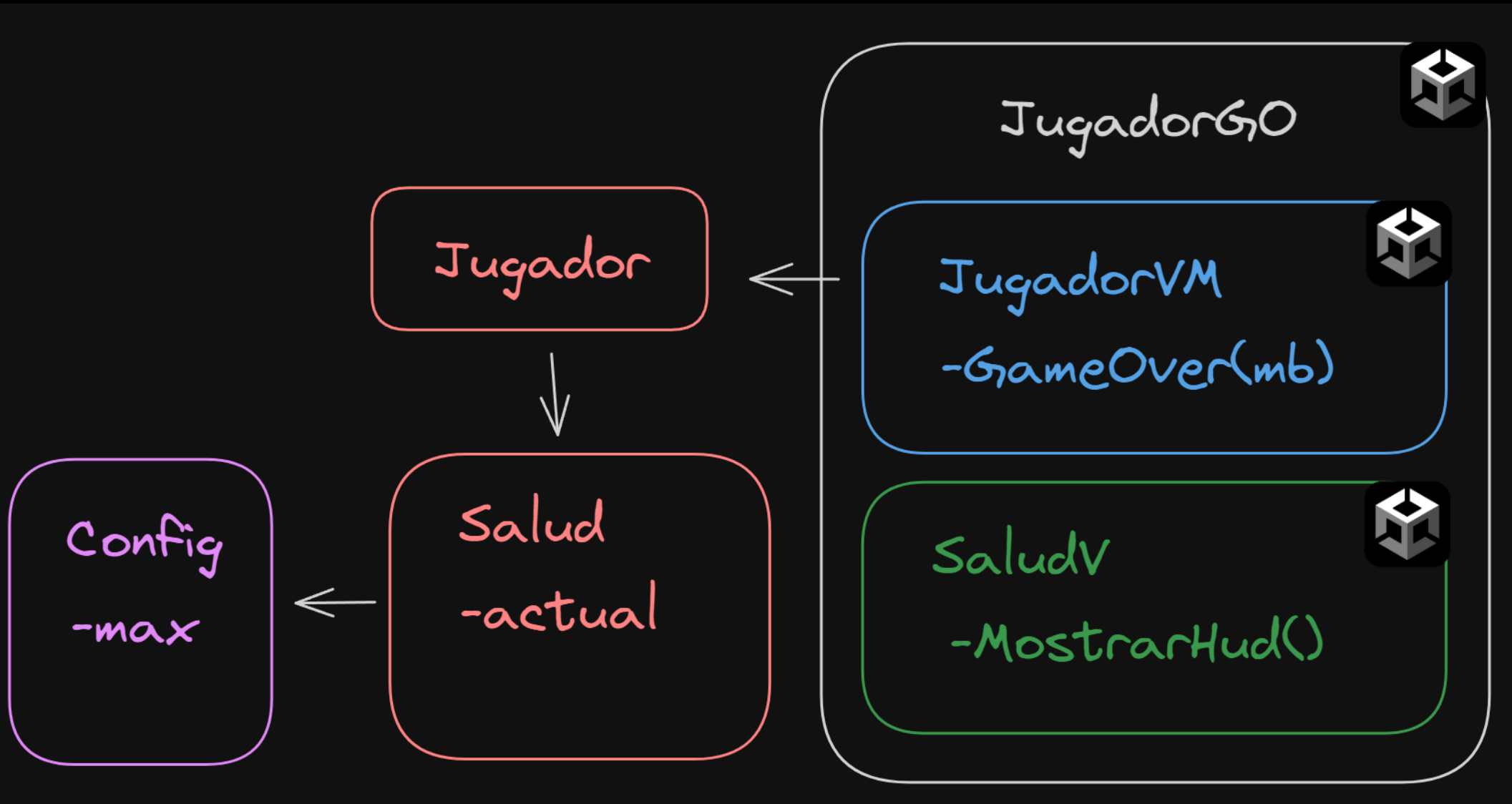


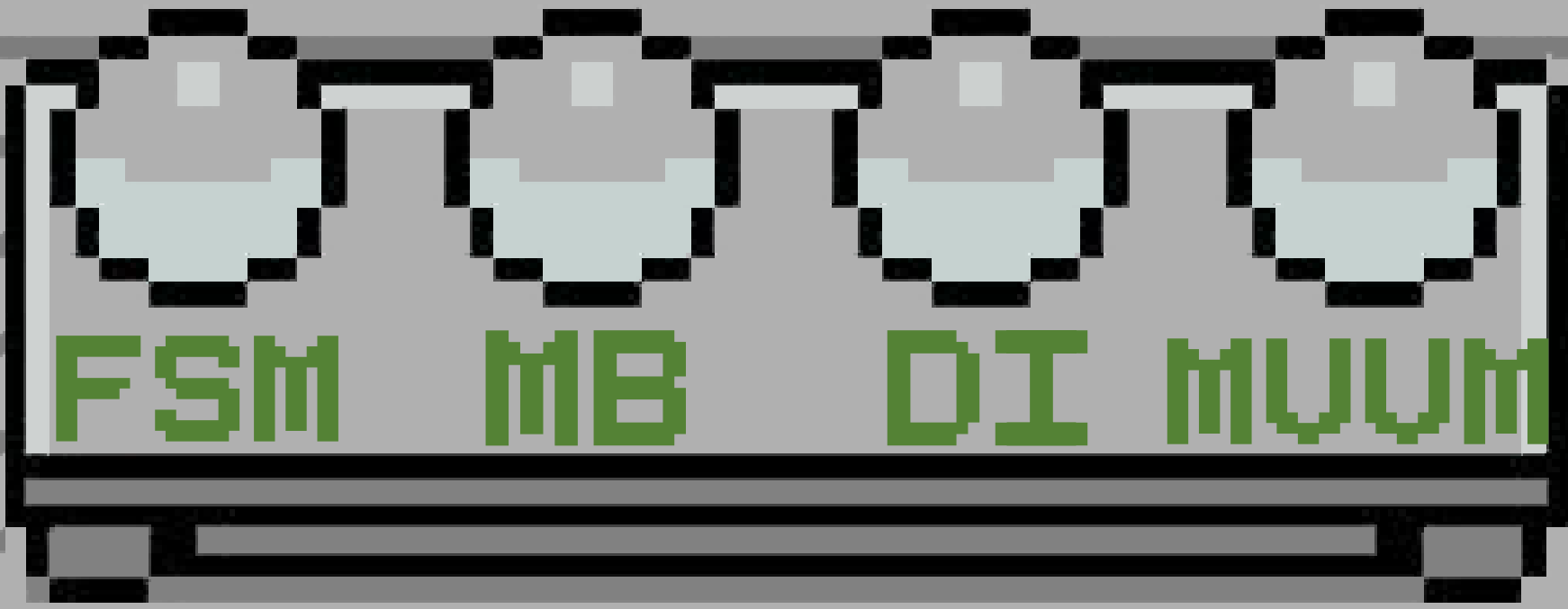
Wild **PROBLEMAS**

appeared!



4 ASSEMBLY REFERENCES!





MUUM (MUC / MUP)

DISEÑO ORIENTADO POR DATOS

DATA-DRIVEN PROGRAMMING

~~DATA-ORIENTED DESIGN~~

~~DATA-ORIENTED PROGRAMMING~~



Jugador (GO)



Salud



-actual

-maxima

-GameOver(mb)

-MostrarHud()



Installer

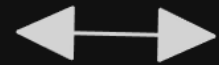


FSM

Model

ViewModel 

View 



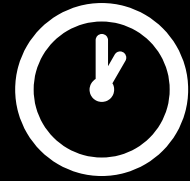
Message Broker

i've won.....

but at what cost?



MESSAGE BROKER



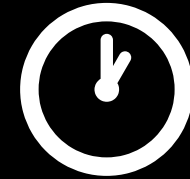
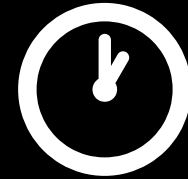
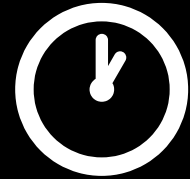
FSM

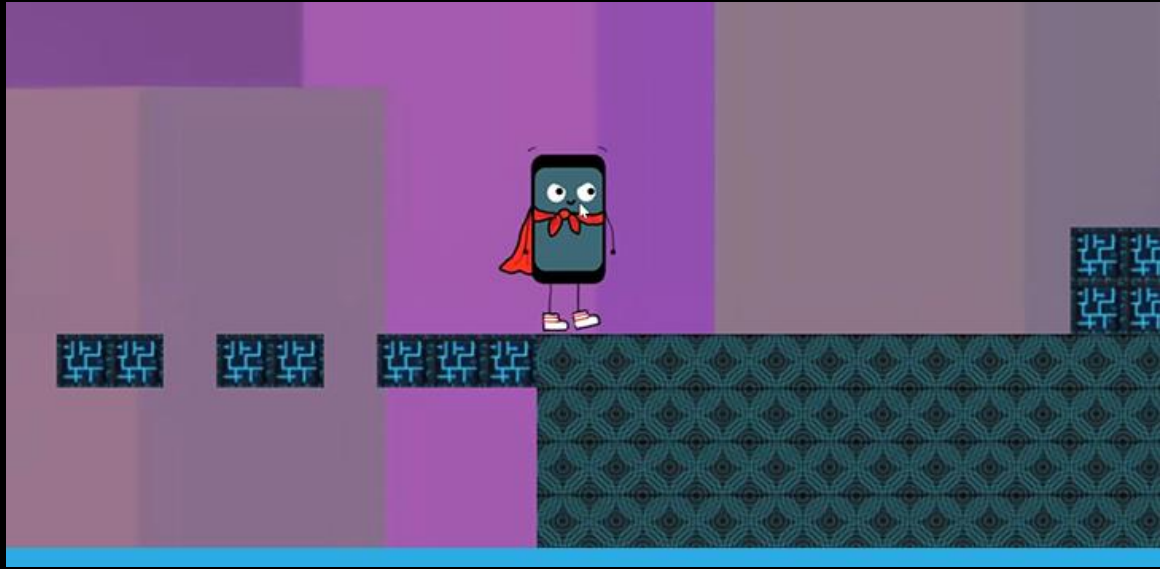


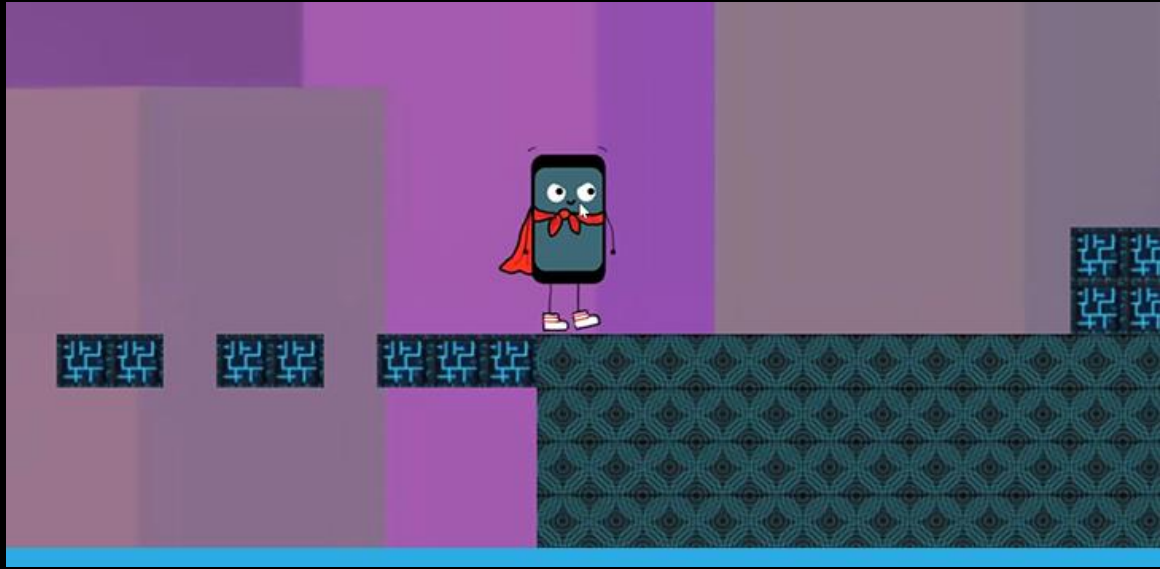
DI



MUVM



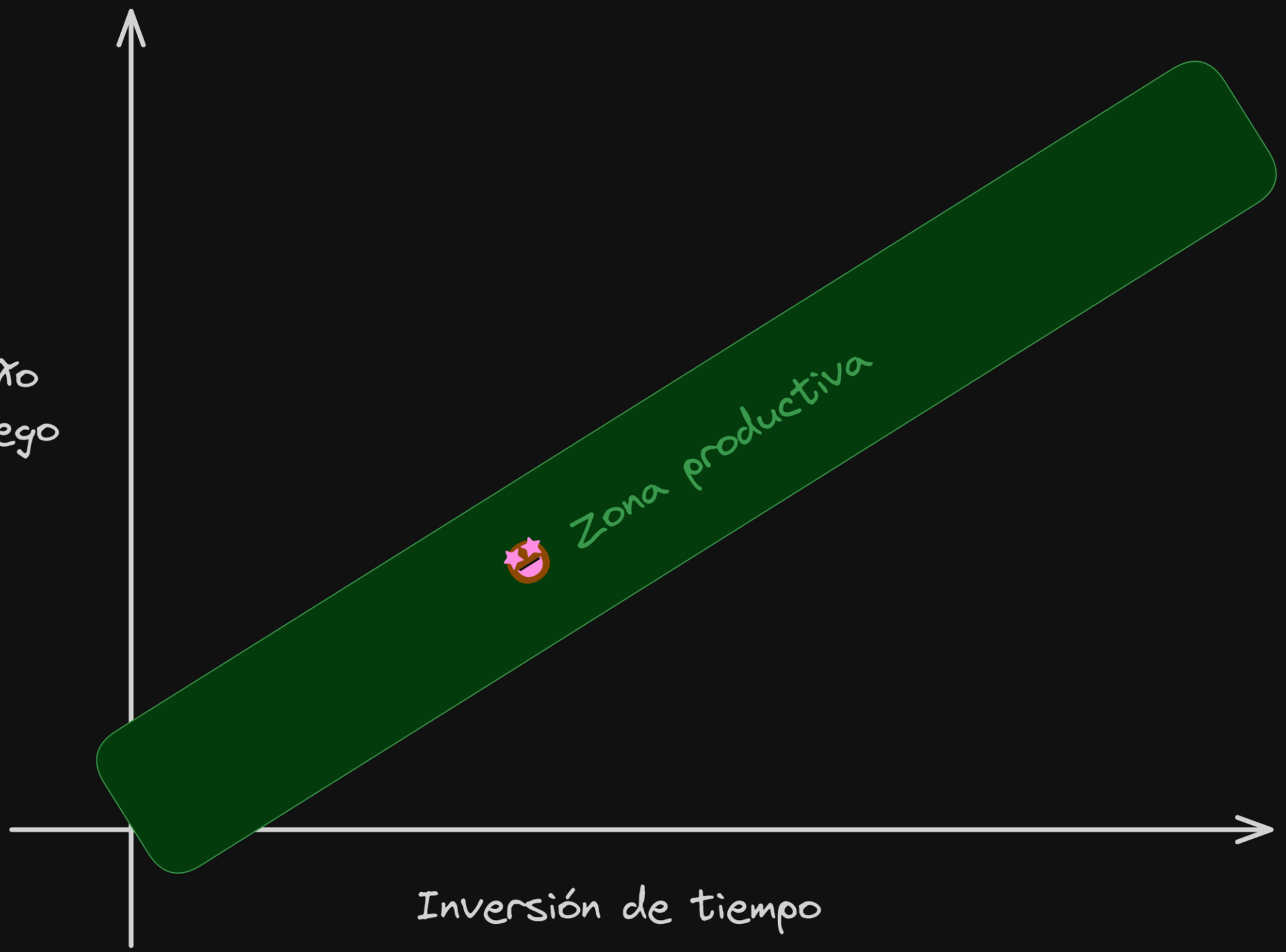




Tamaño
del juego

Inversión de tiempo

Tamaño del juego



Inversión de tiempo

Tamaño del juego



Bugs

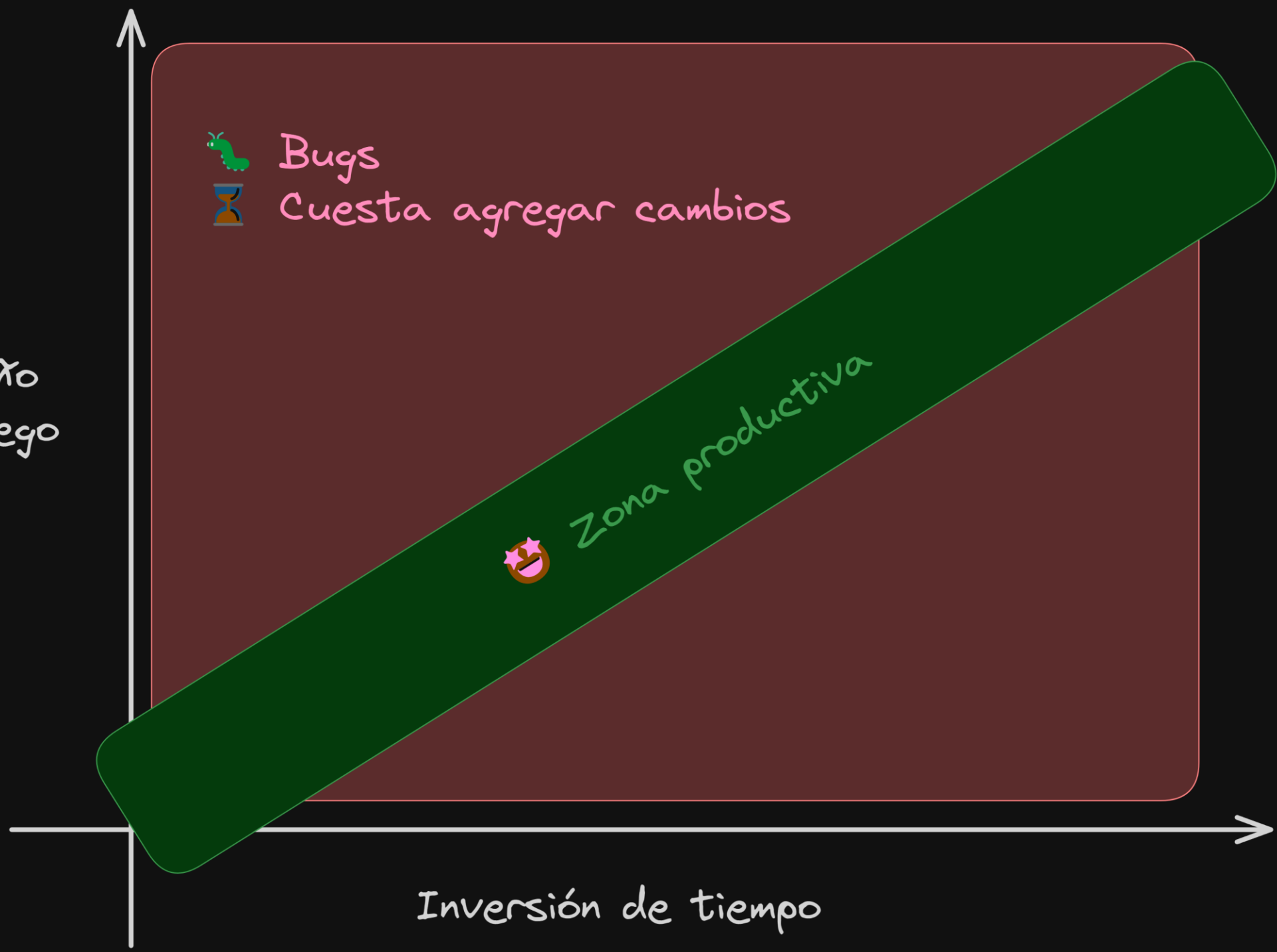


Cuesta agregar cambios



Zona productiva

Inversión de tiempo



Tamaño del juego



Bugs



Cuesta agregar cambios



Zona productiva



Mucho tiempo pensando



Mucho mantenimiento

Inversión de tiempo

Tamaño del juego



r cambios



Zona productiva



Mucho

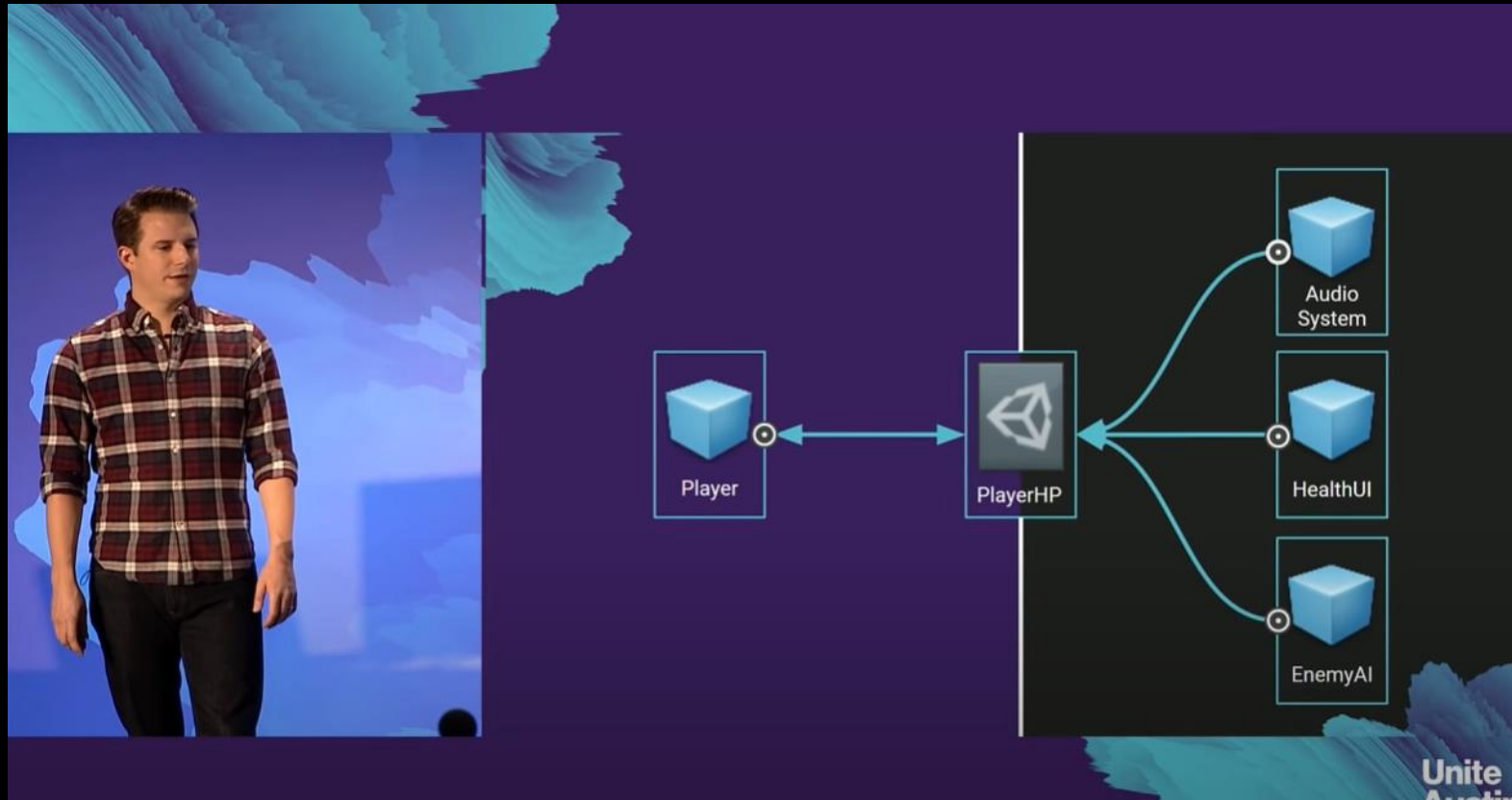


Muc



Inversión de tiempo

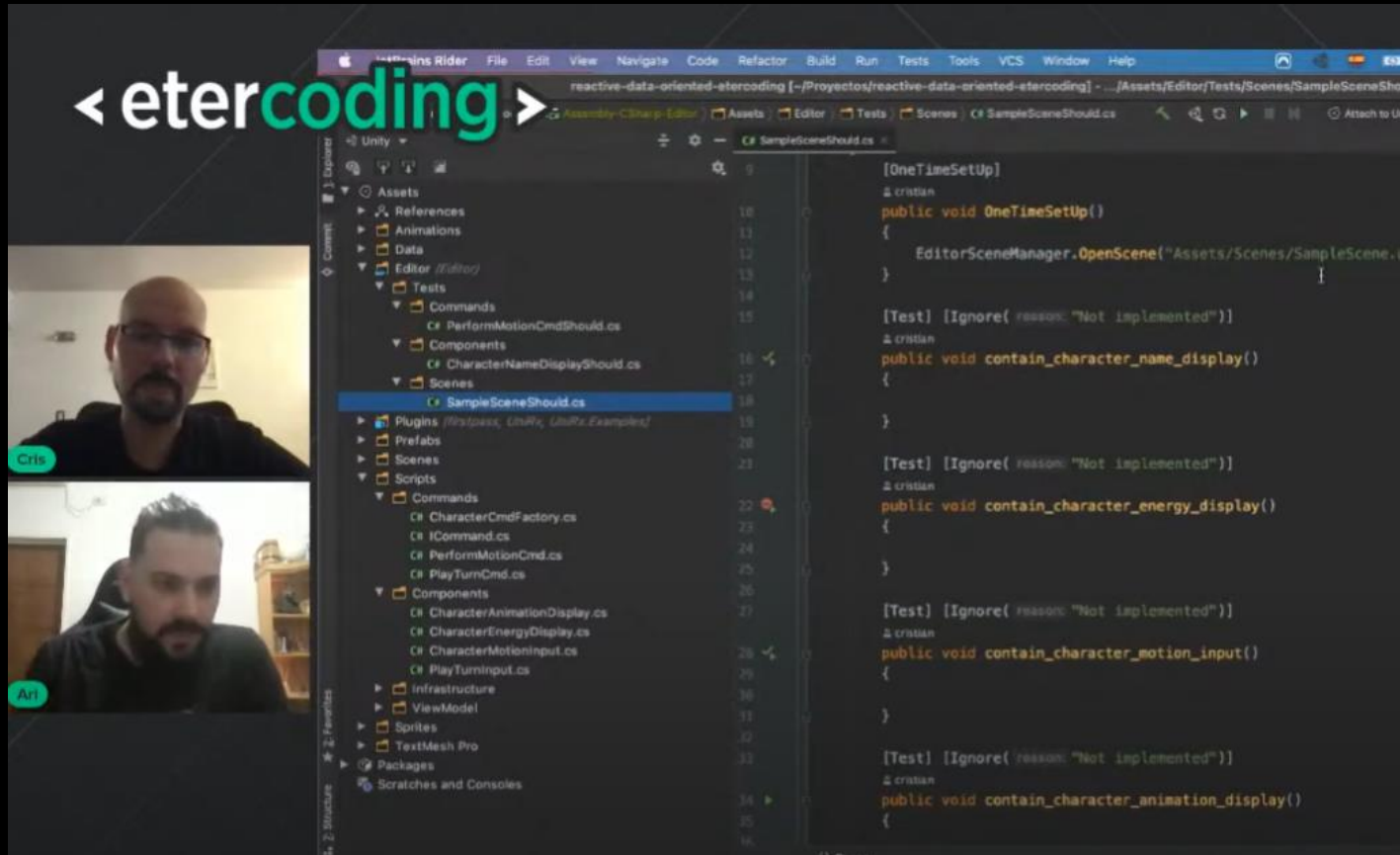
SCRIPTABLE OBJECTS



GAME ARCHITECTURE WITH SCRIPTABLE OBJECTS

https://www.youtube.com/watch?v=raQ3iHhE_Kk

ETERMAX



ETERCODING – INTRO A ARQUITECTURA MUJUM EN UNITY

<https://www.youtube.com/watch?v=nvPjmSseOdY>

PREGUNTAS?



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