



*PROGRAM EXECUTIVE OFFICE FOR
SIMULATION, TRAINING & INSTRUMENTATION*

Game Technologies for Serious Games Applications

Roger Smith
Chief Scientist & CTO
US Army PEO STRI
roger.smith14@us.army.mil

Approved for Public Release.
Security and OPSEC Review Completed: No Issues.

<http://www.peostri.army.mil/CTO>

GameDevelopers[®]
Conference

08

February 18-22
San Francisco
Moscone Center



3D Engine

GUI



Physical Models

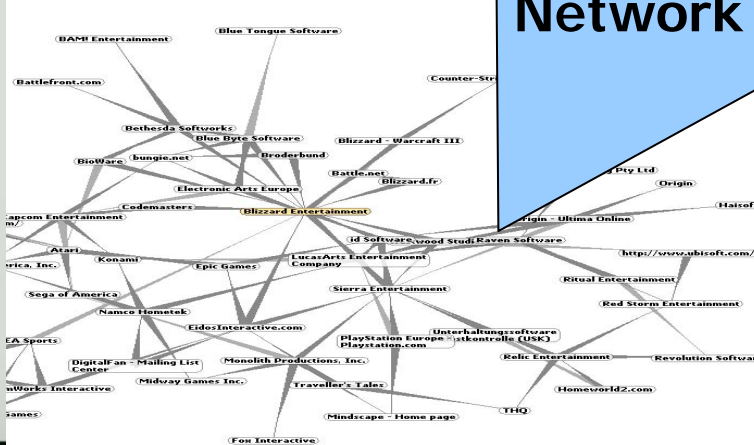
Game Tech Core

AI



Network

Persistence





Great Game Physics



Star Wars: The Force Unleashed

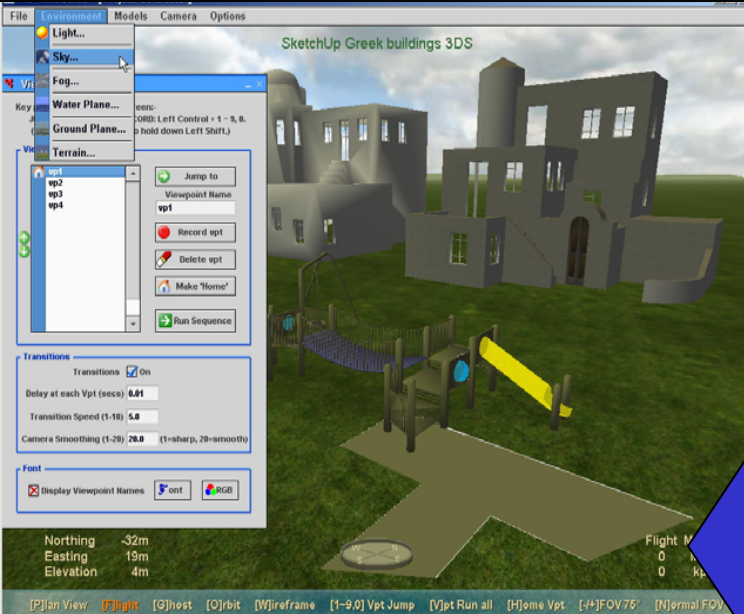
Havok Physics, Pixelux's Digital Molecular Matter, and NaturalMotion's Euphoria



Needed Military Physics



World Building Tools



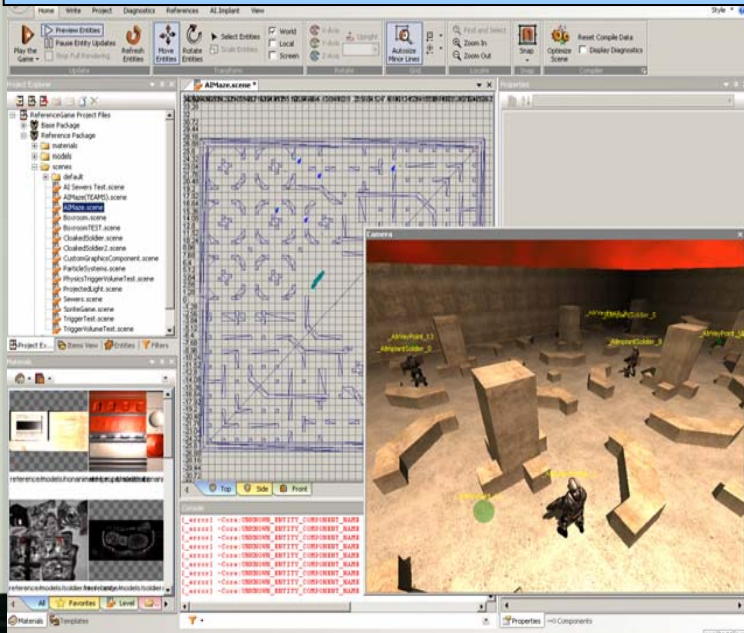
Pre-Game

Game Recording



Player & Team Stats

Behavior Scripting



Post-Game

