# KEEN SOFTWARE HOUSE A.S.

## Presentation – "A Game Developer's Routine"

## 3.12.2015 – 16:15 - 17:45 – room KN-301

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Keen Software House is an independent game development studio aiming to create games that are based on real science, real facts, real physics and real emotions. The company is mostly known for its popular Early Access titles Space Engineers (released in October 2013 and sold over 1 million copies in its first year) and Medieval Engineers (a sandbox game about engineering, construction and the maintenance of architectural works and mechanical equipment using medieval technology).

**The topics are:**

✓ Introduction to Keen Software House a.s.

✓ What the game studio looks like, what we deal with, and how we are different from other game studios

✓ Technical topics such as: behavior trees, conveyors, different ways to synchronize the game in multiplayer, entities and bringing them to life (entity components), voxels, game physics

# We look forward to seeing you!!!