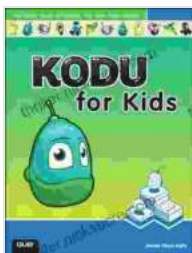


The Official Guide To Creating Your Own Video Games

Are you passionate about video games? Do you have a great idea for a game but don't know where to start? This guide will teach you everything you need to know about creating your own video games, from concept to completion.



Kodu for Kids: The Official Guide to Creating Your Own Video Games by James Floyd Kelly

★★★★☆ 4.4 out of 5

Language : English

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Screen Reader : Supported

Enhanced typesetting: Enabled

Print length : 513 pages



Chapter 1: Game Design

The first step in creating a video game is to design the game. This involves creating the game's story, characters, setting, and gameplay mechanics.

1.1 Game Story

The game story is the backbone of your game. It's what will drive the player forward and keep them engaged. When designing your game story, consider the following:

- What is the main conflict of the story?
- Who are the main characters and what are their motivations?
- What is the setting of the story and what are the challenges that the characters face?

1.2 Game Characters

The game characters are the people (or creatures) that the player controls. When designing your game characters, consider the following:

- What are the characters' personalities and motivations?
- What are the characters' strengths and weaknesses?
- How do the characters interact with each other and with the game world?

1.3 Game Setting

The game setting is the world in which the story takes place. When designing your game setting, consider the following:

- What is the physical environment of the game world?
- What are the social and political conditions of the game world?
- What are the challenges and opportunities that the game world presents to the characters?

1.4 Gameplay Mechanics

The gameplay mechanics are the rules that govern how the game is played. When designing your gameplay mechanics, consider the following:

- What are the basic actions that the player can perform?
- How do the player's actions affect the game world?
- What are the challenges and obstacles that the player must overcome?

Chapter 2: Game Development

Once you have designed your game, it's time to start development. This involves creating the game's art, music, and code.

2.1 Game Art

The game art is the visual representation of the game world and its characters. When creating your game art, consider the following:

- What is the overall art style of the game?
- How will the art assets be used in the game?
- What are the technical requirements for the game art?

2.2 Game Music

The game music is the soundtrack that accompanies the game. When creating your game music, consider the following:

- What is the mood and atmosphere of the game?
- How will the music be used in the game?
- What are the technical requirements for the game music?

2.3 Game Code

The game code is the computer program that makes the game work. When writing your game code, consider the following:

- What programming language will you use?
- How will you structure the game code?
- What are the technical requirements for the game code?

Chapter 3: Game Testing

Once you have developed your game, it's important to test it thoroughly. This involves playing the game yourself and looking for any bugs or errors.

When testing your game, consider the following:

- Are there any bugs or errors in the game?
- Is the game fun to play?
- Does the game meet the original design goals?

Chapter 4: Game Release

Once you are satisfied with your game, it's time to release it to the public. This involves choosing a platform for your game and marketing it to potential players.

When releasing your game, consider the following:

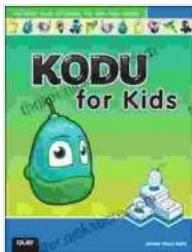
- What platform will you release your game on?
- How will you market your game to potential players?
- What are your expectations for the game's sales and success?

Creating a video game is a challenging but rewarding experience. By following the steps outlined in this guide, you can increase your chances of success.

So what are you waiting for? Start creating your own video game today!

Additional Resources

- Game Developer
- Gamasutra
- r/gamedev



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