

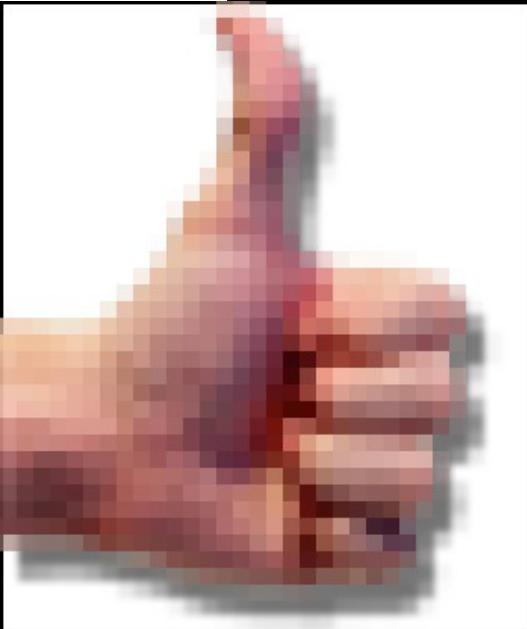
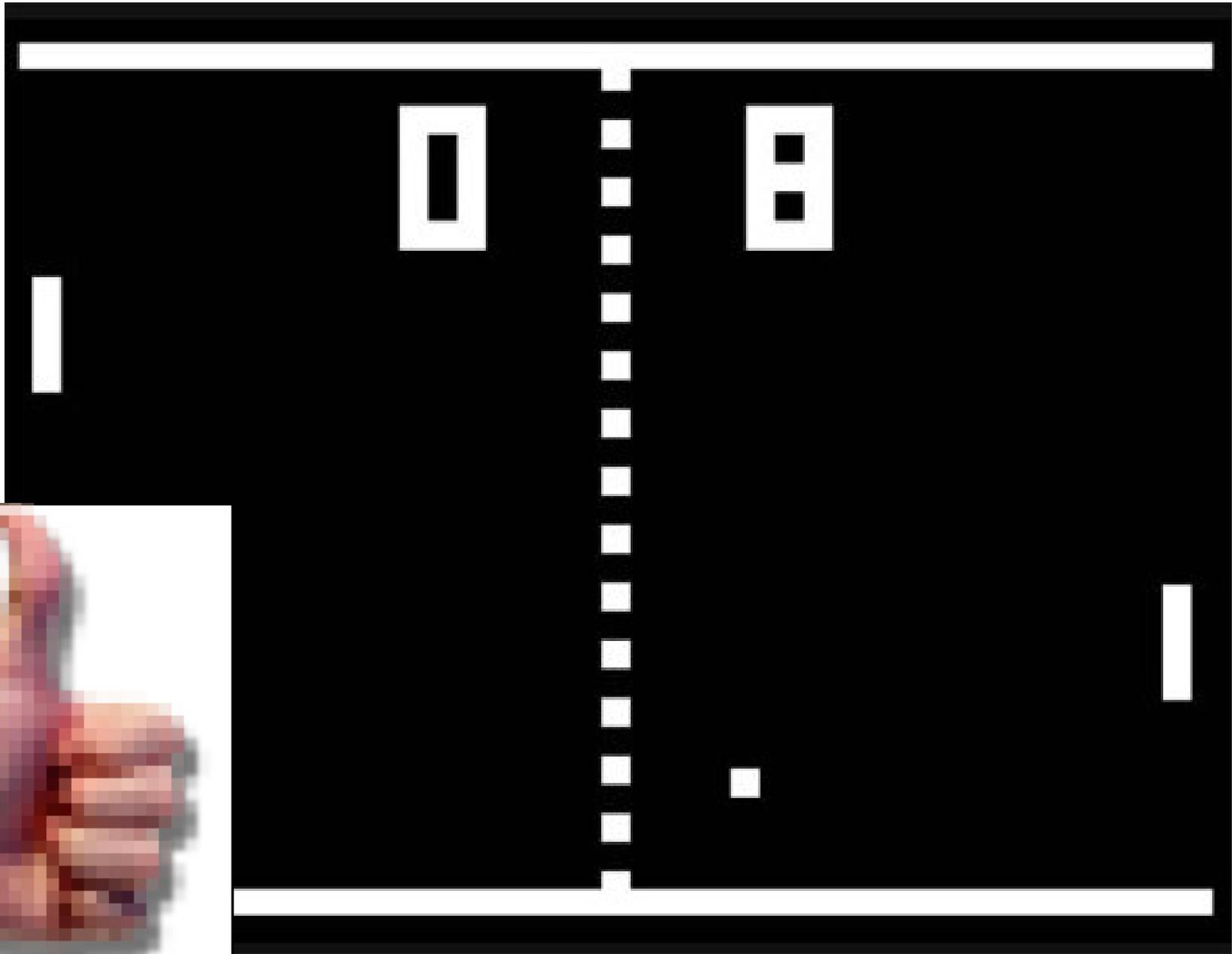
PRACTICAL GAME PROGRAMMING

Project: make a game

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SUGGESTIONS

- Don't aim too high.
 - Better have a simple game than nothing.
 - Make game first, polish it as much as possible afterwards.
- Nothing stops you from making several games.
- Making a decent game is perfectly possible over a weekend by a single person:
 - <http://www.ludumdare.com>

SUGGESTIONS

- On design:
 - Minimize content requirements, like 3d art.
 - Minimize things that might require lots of tweaking, like complicated physics.
 - Minimize level data requirements. Making fun levels takes a lot of time.

SUGGESTIONS

- First priority is to get something playable done.
 - Morale boost!
 - Early testing!
- Test.
- Test.
- Test some more.
- Let other people play, and *listen to their comments*. This is harder than it sounds.

SUGGESTIONS

- The 20 second rule
 - If a new player doesn't "get it" in 20 seconds, something is wrong.
 - See: <http://www.towlr.com> for some negative examples.

SUGGESTIONS

- On programming:
 - Optimize for readability, not speed.
 - First make it work, then make it fast.
 - Make games, not engines: only build what you need.
 - The K.I.S.S. principle.

LASTLY..

Don't hesitate to ask me if you have questions.