GAME CREATION BLUEPRINT

What You Need To Know To Build Your Own Games

Terms and Conditions

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Foreword

Video gaming can be a very entertaining experience for many people. Sometimes you will notice that hours have gone by while you are playing. If you are a person who enjoys playing video games you may want to consider creating your own video game.

The market for video games continuously expands. There is a large amount of money that can be made in the video game industry. Learning how to create a video game will give you an opportunity to make a lot of money as well as provide you with a feeling of self-accomplishment.

A lot of people have great ideas about video games but sadly many of them do not chase their dreams. The reason for this in most cases is that the person may feel as if it is too hard for them to do or that they may not be smart enough. Do not be one of these people! If you have come up with an idea you have already accomplished one of the hardest parts of creating a video game. Creativity does not come naturally to everyone and you should take pride in the fact that you have a creative mind.

If you have a creative mind and enjoy video games you should seriously consider creating your games. After all, it could present you with an opportunity to generate cash flow doing something you love. The following chapter in this book will shed some light on the basics of creating a game and give you some pointers to guide you through the basic processes.

Game Creation Blueprint

What You Need to Know to Build Your Own Games

Chapter 1:

Game Creation Basics

Synopsis

When creating a video the first and probably most crucial thing you need to do is come up with a plan. Trying to dive head first without any type of strategy will surely lead to you becoming overwhelmed and eventually failure. You want to make sure you set yourself up for success by having a clear image of the concept of your game and in which ways you will achieve this concept.

There are some basics things you need to keep in mind when creating a video game. The difference between a great video game and a bad one is attention to detail and making sure a good foundation is set by following the basic guidelines. The following chapter will go over the basics of creating a game and will provide you with some tips you should keep in mind.

The Basics

One of the most important things to remember is the fact that no matter how good the graphics are on a video game it will not be enjoyable if it does not have a good story line or plot. A video game is created in much the same way that a movie or TV show is. There needs to be a script, characters, action, and challenges. Every detail of these essential basics should be complete before you begin trying to program your game. Failing to do so will surely lead in a failure or the result of a poor quality game.

Stick true to the game that you want to create and do not try to copy other people's ideas. The best games that come out are those that were created from someone's true original thinking. Once the same idea is done time and time again it begins to become dull and much less exciting. It is important to try to always think of a way to add a twist to your game and add something to it that no other games have. This can be difficult to do but with enough time and thinking your creative mind will surely get it done.

A good place to start would be creating a storyboard to guide you along your way. A storyboard is a sequence of scenes or drawings that depict the story line of your game. It is basically the foundation of your game and without a strong one the entire structure of your game will crumble.

One of the next things you need to do is decide what platform you want your game to be on. You will need to program your game in different ways for different platforms due to the fact that different platforms will have different graphic capability. As well, not all platforms will be able to have the same capabilities as others when it comes to game size and other factors. For example, computers game can be much larger in size and

arguably have the best graphics but some people find platforms such as Xbox or PlayStations much more convenient and cost friendly. It just depends on what your preferences are.

Now it is time to create a document that describes every aspect of your game idea in great detail. This will serve as your cheat sheet and will ensure that you do not stray from your original game idea. This can be quite a lengthy process but it will be well worth the effort.

Once all of the previous steps are completed it is time to start sketching out the characters of your game. This step is crucial because you need to draw the gamer in the first time they play the game. You should consider coming up with an original theme for your characters. It is important that you make sure that all of your characters fit the theme of their script for the game and the personality you want them to portray. If you are having trouble with this step you may want to consider seeking some help from a professional artist.

Once you have created your characters and you are satisfied with their appearance and personality it is time to start sketching out some scenery or back drops for the environment that you want your game to take place in. The beautiful part about this step is the fact that you can begin with a simple sketch and scan it into a computer. From there you can create an entire world and begin to get a real feel for your game.

Keep in mind that while it is a good idea to stick to the original concept of your game, sometimes better ideas for certain aspects of it will come along and change might be necessary.

Chapter 2:

What Tools Are Needed?

Synopsis

Now that you have completed all of the essential basic tasks of creating a game it is time to start turning your idea into a functioning game. This step can be made much easier with the use of certain tools. By tools I of course do not mean a hammer or a screwdriver. I am talking about tools that can improve your overall workflow as well as the performance of the game.

You may not be familiar with tools that are used in the process of creating a game and that is okay, you are not alone. The following chapter will go over different types of tools used for game creating and will explain the benefits of using them.

Beneficial Tools

A lot of time consumption and the frustration that comes with creating a video game can be alleviated with the use of certain tools. If you have a great deal of pride and you want to try and do everything by hand consider this first, humans have been using tools since the beginning of time so just use them! They will not only increase the speed of your production but they will also surely provide a much better end product.

The following are some tools that's you may want to consider using as well as their benefits:

- **Creation tools**

  This is probably the tool that you will use the most through the entire process of creating your game. Creation tools are involved in basically every aspect of a game. They are responsible for creating levels, music, characters and items within the game. They are used for basically everything, right down to polishing down rough edges right before the game is released. You can find creation tools for cheap and even some for free but keep in mind you can also make your own. Making your own if you are capable is actually a better idea because you can customize it to your needs for the type of game you are making. Find a simple to use creation tool. This will greatly speed up your workflow and nobody likes trying to use complicated programs that are time consuming.

- **In-Game Editors**

These game creation tools allow the programmer to make real-time in game changes. This can greatly improve your productivity as you do not have to exit the game in order to make changes. As well, sometimes you think something will work and it does not. The last thing you want to do is spend time reprogramming outside of the game to load it back up and discover your idea did not work. That is what makes these in-game editors so valuable.

- **Debugging Tools**
These tools are extremely valuable to a game creator. Anyone who has ever designed a game before know how time consuming and frustrating it can be when something in a game fails and you have to read through pages and pages of codes in order to find the problem. Debugging tools get rid of this problem for you by diagnosing possible issues for you as well as giving you their location. They also keep logs and do periodic performance checks.

- **Deployment Tools**
These tools are commonly used when more than one person is working on the game and different members of the team are working on different parts of the game. For example you may have an artist who works only on characters while you have another artist who only works on backdrops. You will need to make sure that everyone's work is compatible with each other and correct. Deployment tools are great for this and are also helpful with making sure your game will be compatible when trying to make it for more than one platform. One thing to keep in mind is differences in screen size. For example, a

game designed for Xbox would look terrible on a smart phone, which is where you will need the help if a deployment tool.

- **Post-Release Tools**

  These tools are not really used to create your game but are rather used for monitoring your game once it is released. These tools can be used to receive error reports as well as complaints about your game. With the use of these tools you can receive feedback on your game as well and ratings which will help you with your ideas for your next game. Post-Release tools are a great way to see what works and what doesn't and what will appeal to the market.

With the use of these tools you will surely increase your productivity and create much less work for yourself. Just remember, everyone will hit the occasional snags but they will be nowhere near as bad with the help of these tools.

Chapter 3:

2D Game Creation Software

Synopsis

There are many different types of software that can be used to create two dimensional games. These programs range in price depending on what you want. Unfortunately the higher end programs that professional programmers use for mainstream games are very expensive, around $100,000! If you are like most people this is completely unrealistic and in no way affordable. Do not be alarmed, there are programs out there that are affordable and can do many of the same things.

If you are not familiar with game creation software then the following chapter is perfect for you. The following chapter will proved you with some information on two dimensional game creation software and some software you can use that won't break the bank.

Effective and Affordable Software

If you are an unexperienced game maker and you are working on your first two dimensional project you should seriously consider using YoYo game maker. This game maker is a comprehensive program that allows people to make games without any prior programming experience. There will still be things that you will have difficulty doing while creating your game, even with the use of this software. However, there is a great deal of online tutorials and many online forums that can offer you plenty of help to overcome whatever obstacle it is that you are facing. In the end, practice makes perfect and although this program will not do everything for you it will definitely lighten your load by a large amount. One of the best things about this program is the fact that the lite version is provided to the public for free. If you want to do more robust things with your game you will have to buy the full version which can run around $500.

Construct 2 is another great program that will take a lot of the stress of making a 2D game away. Construct 2 is a HTML-5 based game engine. This game engine is an alternative to Java and Adobe flash and is specifically designed to develop a wide array of 2D games from platformers to scroll shooters. The games can be instantly previewed and ported to a PC or other system. This software is much cheaper than YoYo gamemaker as it will only run you about $120 for the full version which will unlock the software's full potential. However, the commercial package will still run you about $400.

Stencyl is a very popular and very commonly used software for creating two dimensional games. In fact, more than 120,000 developers are registered with this program. This software is extremely easy to use and requires

absolutely no knowledge or experience with coding. Stencyl utilizes a drag and drop skeletal design program that makes creating 2D games extremely easy. That is probably why Stencyl is responsible for the creation of over 10,000 two dimensional games. This program requires a $200 a year subscription fee for the most expensive package but other options are available.

Flixel is a program that is completely free to the public for both personal and commercial use. This software is responsible for many games that end up on the best game lists. This software uses Actionscript 3 which is the third version of an object oriented two dimensional programming language. This software is commonly used on side scrolling games and those with fixed positions and point of views. This software also gives players the ability to save their progress on games. Flixel is not equipped to handle creating 3D games but when it comes to the development of 2D games it is probably your best option.

There are many more programs that are available; the previous were just a few examples of the more commonly used programs. You will likely not find the software that works the best for your needs the first time. Do not give up, keep searching until you find the right software for you. Once you find the software best suited for your needs you will be amazed by how fast the whole process of completing the game goes by.

Chapter 4:

3D Game Creation Software

Synopsis

If you want to take the experience that people will get when they play your game it is time to bump it up to 3D. Although two dimensional games are fun and did have their era, they cannot compare to the excitement and awe that a 3D game can provide.

Creating a 3D game will require much more work and time than creating a two dimensional game but it is more than possible, even for someone who is not that experienced with programming. Nearly anyone can make a 3D game with the right amount of determination, an idea, and the software to help make it all happen.

When choosing software to help you create your 3D game you must be careful. Most of them can be quite pricey so you want to make sure you get the right one so it fits your needs. The last thing you want to do is purchase licensing for software only to find out it is not capable of performing tasks that you need it to.

The following chapter will go over different types of 3D game creation software to give you a better idea of what you need.

Make it 3D

As stated before, two dimensional games cannot really compete with the gaming experience that three dimensional games can provide. If you ae serious about creating an awesome game than you really need to consider making a 3D game.

The following are some examples of different types of software that can be used to create 3D video games.

- **Unreal Engine**
  Unreal Engine has different versions. The latest version is Unreal Engine 4. Surprisingly, Unreal Engine 3 has nearly all the capabilities of Unreal Engine 4, things are just most finely tuned in the newest version. The possibilities are endless with this game engine. Many of the most popular games out today for several different platforms were created using Unreal Engine 4. If you plan on using this game engine to create your games you better be ready to spend some money. You will be required to pay a monthly subscription, but if you have the money it is well worth it.

- **CryEngine 3**
  This software has been used in some very popular games as well. A couple examples would include Crysis 3 and Sniper. CryEngine 3 comes with a complete set of game development tools that will surely fit ever need you have. CryEngine 3 is capable of producing stunning graphics and massive maps. You will also need to purchase a monthly subscription with CryEngine 3 just as you do with Unreal Engine. There is an option to buy the license for this software but if you are

just a hobbyist the subscription will do. You can also find older versions of this software online that are free, keep in mind that you get what you pay for.

- **Unity 3D**
  This is an awesome game development program. Unity is a commonly used program amongst developers. This is probably due to the fact that it is ready for nearly all platforms straight out of the box. Unity 3D comes with everything you can think of when it comes to what is needed to create an efficient game. If you choose to you can even create a 2D game with Unity. You can find a free version of this software online or you can also purchase the commercial license for it.

- **Torque3D**
  Torque3D is another favorite amongst developers. This software offers many features and can create some truly amazing graphics and shading. Another benefit that Torque3D offers is that fact that it has the capability to publish for multi-platform. There is no free version of Torque3D but it is worth the price which is surprisingly reasonably set.

- **BLENDER**
  BLENDER is another great option when it comes to game development software. One of the best things about BLENDER is the fact that it is completely free. BLENDER includes tools for 3D modeling, animation, pixel shading, compositing and much more.

BLENDER comes with a built in game engine that functions on C++. It is truly remarkable software for the price of free.

- **C4 Engine**
  This software is not really on the level of Unreal Engine or CryEngine but it is still good software. C4 Engine offers texture control, terrain and scene management, dynamic lighting, advanced shading support and much more. There is a professional version as well as a personal version available for purchase as well as a lite version for academics at no charge.

- **IDTECH4**
  This is also another popularly used game development program. It was used in games such as Doom 4 and Quake. It offers tools such as mega texture control, shadow volumes and unified lighting.

You may not know for sure exactly which software to use. It is advised that you do some further research on what will best fit your needs for your game before purchasing any game development software. Trust me, with all the choices that are available, you are certain to find a perfect match for you.

Chapter 5:

Game Modification

Synopsis

Game modifications or "modding" happens when changes are made to a game that developers did not intend to take place. In some cases game modifications can be used to correct errors that were made while creating the game. Sadly, in most cases game modification or "modding" is done by members of the online game community who want to alter the way a game plays or the objects in the game.

There are counter measures you can take to protect your game from being modded by people who you did not authorize to make changes to your games coding.

The following chapter will go over game modification, its different uses and ways in which you can protect your game from unauthorized modification.
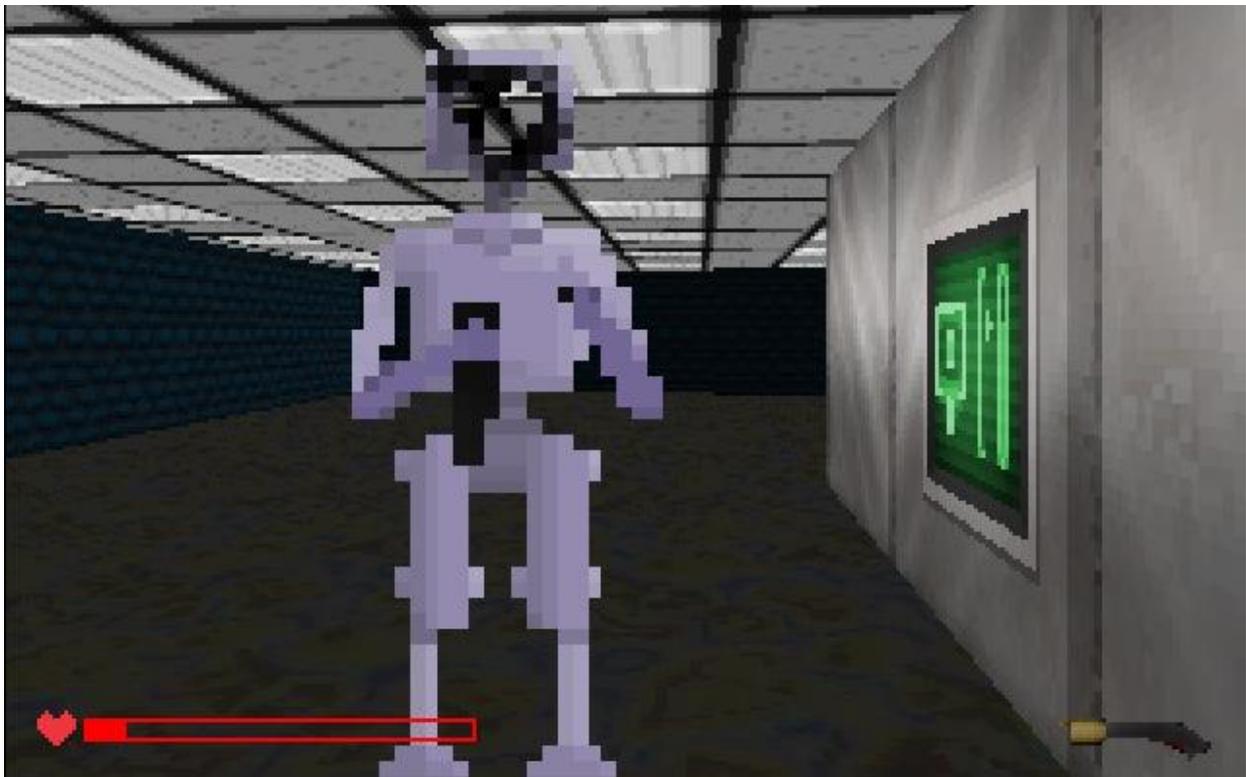
All about Modification

As mentioned before, game modification can be used in a positive way. Remember early in this book when we talked about debugging programs? Well these programs are a form of game modification being used in a positive way. The debuggers find the issue in your coding and alert you of the issue. Once you fix the incorrect coding you have just modified the game. After all, it makes much more sense to find the problem in your current game rather than to start all over.

Unfortunately, there are members is the online community who like to malicious modify other peoples games. Some of them even try to take it far enough as to destroy the coding of a game entirely. Those who make modifications to games without authorization should be aware of the fact that they can actually face criminal charges for things such as license infringement.

There are also certain measures you can take in order to protect your game from being modified without your authorization. There are programs that are kind of like anti-virus programs that will monitor your game for suspicious activity such as modding. If a person is caught modding by the program they will be kicked from the server and a ban will be put on their IP address.

Some games actually encourage game modification. These are games where the online world is free roam and everyone can freely make changes to the environment. An example of this game that many people play is Minecraft.

There are numerous guides you can find online that can give you step by step directions for making modifications to your game. It is very important that you are always extremely careful while you are making modifications to your game. Keep in mind that making changes might cause issues that did not previously exist in the game. You may want to consider making sure to save your progress several times as you make changes so that if you make any mistakes you can easily load it back up and fix the problem. The last thing you want to do is make a major mistake and not have a save file to go back to.

Chapter 6:

Building a Game on a Social Site

Synopsis

Games on social networking sites are becoming more and more popular. Thousands of people play these games every day and they are truly becoming a way of bringing in serious amount of money.

Games like Candy Crush and HayDay have advertisements in the gasme and each time someone sees that advertisement the developers of the game get paid. When building a game that is intended for social networking there are a few things that you need to make sure you include in order to make the best game possible and the one that can produce the most income.

The following chapter will provide you with a few pieces of valuable information that will surely lead to your success.

Social Network Games

Games that are created for social sites such as Facebook and Myspace are really not that intricate if you really study them. In all honesty, they are pretty basic. Most of them consist of the same idea, building things or matching things. The trick is coming up with an original name and game concept that will catch the attention of online gamers. The use of bots that send invites to play your game can also be very helpful for spreading the work about your game.

One of the most easiest ways of making large amounts of money from people who play your game is to put in game purchases into it. This allows people who play the game to buy gems or other objects that will help them with their current quest or will give them more money to build something. You would probably be surprised if you knew how many people actually make those in game purchases. If you take a second to think about it, most of the games that offer in game purchases let you get to a certain point so you are hooked and then require an in game purchase to continue. Some people look upon this marketing strategy with a frown but others understand that it truly is smart.

You need to make sure that you make it to where people can play with their friends if you want your game to be a success. You may also want to include leaderboards so that other can see how they are competing against their friends from social media sites. A lot of games are starting to automatically send messages with people's scores to their friends list asking them if they think they can beat it. This will spread the awareness of your game and will

also bring in a sense of competitiveness which will keep people playing. The more people play the more opportunity you have to make money.

It is important to remember that your possibilities are limited when it comes to social network games. While this is true it is still important that you include some type of interactive mechanics. A game would surely be boring if nothing was interactive and in fact it would not even be technically considered a game. Keep it simple but make sure to add something that will offer some level of excitement and some type of difficulty for the person playing the game.

It is also important for a game to allow the option to be saved. If a gamer cannot save their progress they will likely become bored with the game very quickly. Games get people stuck on them by providing the gamer with the feeling that they are achieving something. That is why they need to be able to save their game. If they have to start over every time they play they will not feel as if they are accomplishing anything.

Creating a game for social media sites is really quite simple compared to creating games on other platforms. Just remember to follow the basic guidelines and to be patient and sooner or later your game will be a hit.

Wrapping Up

A creative mind is something that should never be put to waste. The simple fact that you are even considering building your own game shows that you have a creative mind. Therefore, you cannot put the creativity of your mind to waste. Let your creativity run wild and see what amazing things your imagination can produce.

Take advantage of the endless possibilities that the world of virtual reality can provide to you and create your own amazing gaming experience. Remember, creating a game is a form of art and is something that you should be proud of.

Just keep in mind the basics that were told to you about creating a game and remember to never try to rush the process. With the right software and the right set of mind you are sure to create a game that will blow people's minds and leave them in awe.

If you hit hard times or speed bumps along the way, never give up. You must try and try some more. After all, you do not think that the awesome video games that are on the shelves right now were created without any snags along the way.

I hope that this book has been helpful for you and has answered some of the questions you have about creating your own video game. Just remember that practice makes perfect and you will likely not have everything mastered when you first begin. There is nothing you cannot do if you set your mind to it and let your creativity run wild.

I wish the best of luck and I can't wait to see your game on the shelves!!