



**I can videogames...  
and you do too!**

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# Who are you?

- Who's made a game
  - That's publicly playable?
  - That could be but isn't?
- What inspired you to make games?
  - Game from last 2 years?
  - Game from last 20 years?
  - Indie games?



# Who am I?

- I am Alan Hazelden 
- Joined Warwick Game Design in 2006
  - Been making games ever since
  - Five years now!
- Graduated in 2009
- Games at <http://www.draknek.org/games/>
- Maintainer for FlashPunk

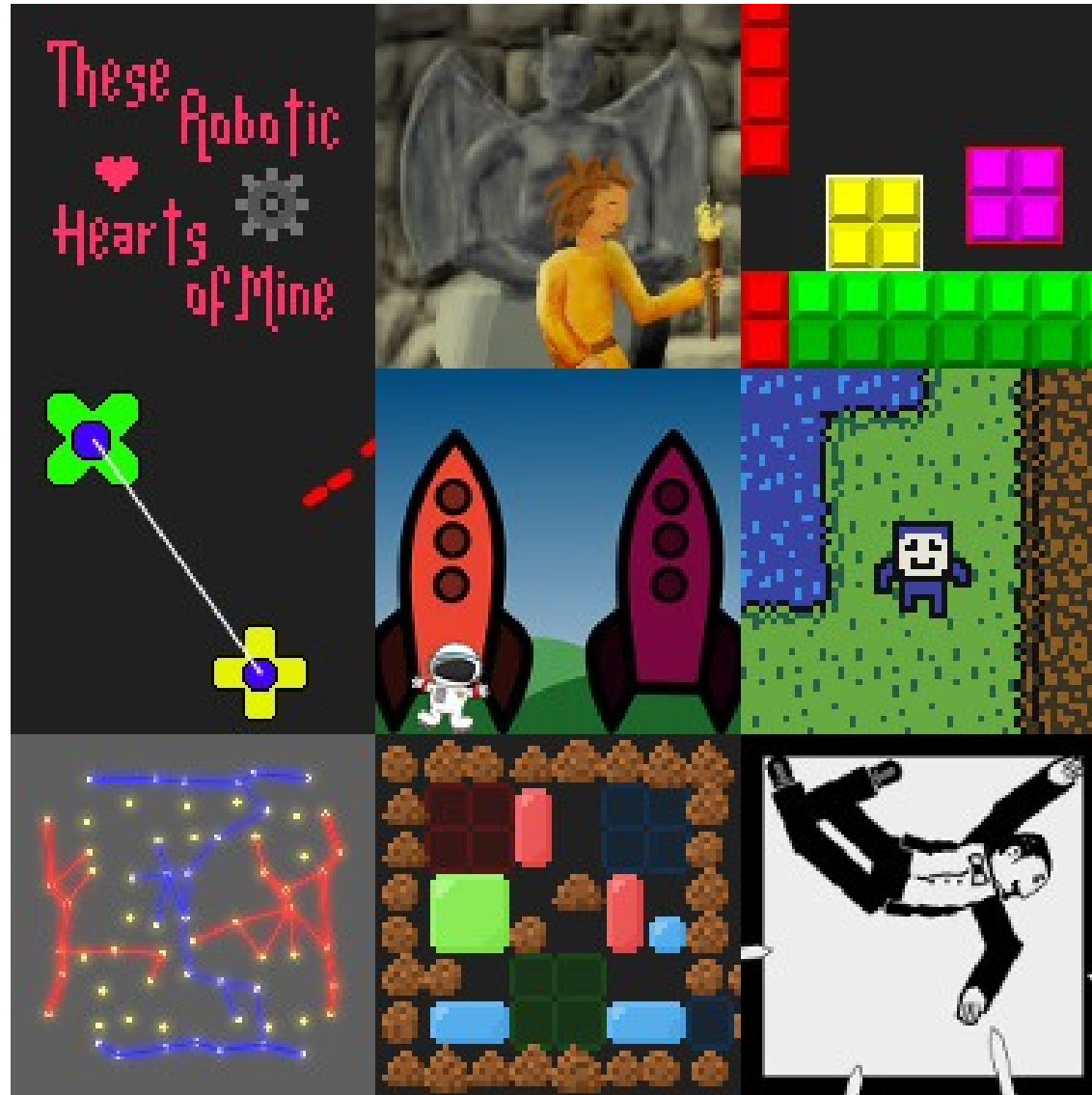


# 2010 games



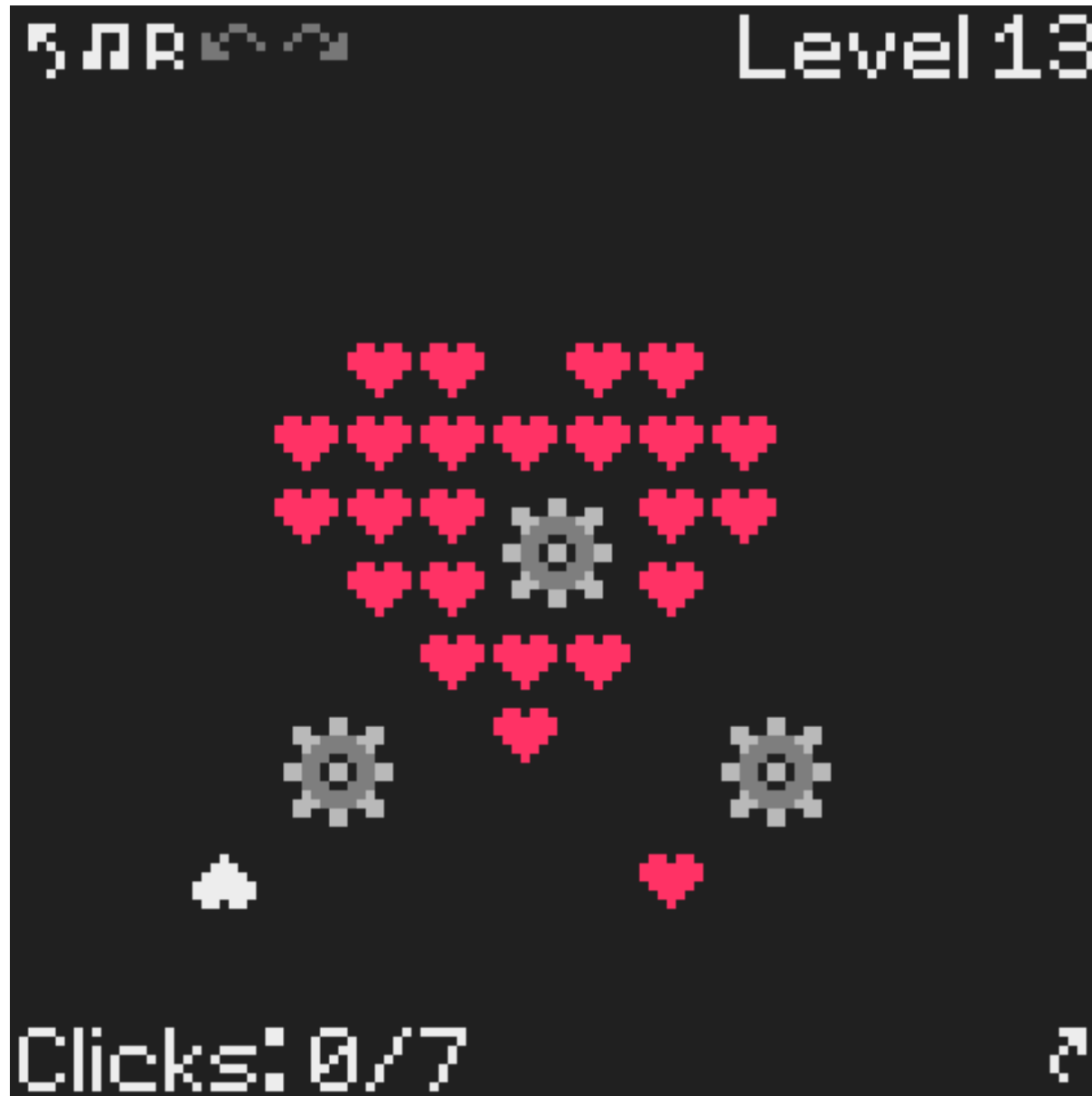


# 2011 games so far





# These Robotic Hearts of Mine





# These Robotic Hearts of Mine

- Narrative-driven puzzle game
- My first actually polished game
- Started in December 2010
  - First version made in four hours
- Exhibited at Eurogamer Expo 2011
- Hopefully released November 2011
  - iOS, Android, Flash



# How I got started

- Came along to the 48hr competition
- An interesting programming challenge
- Inability to think of game ideas
- Made crappy games for years
- Started to value game design
  - I no longer have trouble with ideas
  - Constantly inspired





# I want you to make games

- Every one of you can make a game
  - You can make a game on your own
  - Even if you can't program
  - Even if you can't draw
  - Even if you can't make music
- Board games are games
- Playground games are games (e.g. Tag)
- Multiple choice story games are games
- Mindgames are games



# Here's what you need to know

- Games evolve
- Constraints are inspirational
- Make the simplest possible thing
- Particles cover a multitude of sins
- Sound is mandatory
- Your first games will suck
- Your first prototype of a good game will suck



# My creative process

- Make as many games as you can
  - Maybe one will be okay
- Get something working quickly
  - Hack hack hack
- Get many people to play them
  - Not you: you can't tell if your game is good
  - Preferably not your friends either
  - Upload it and tell everyone



# Improving a game

- First prototype will suck
  - Usually even more than you realise
  - Even if you think it's good
- Can invest time to improve it
  - Maybe you'll get something good
  - Maybe not
- Some projects must die to let others live
  - Experience



# Talk to other game-devs!

- Warwick Game Design forums
- Super Friendship Club
- TIGSource
- Twitter
  
- Midlands Indies
- TIGJams



# Make games at every chance

- WGD 48 Hour Competition
- Ludum Dare
- Klik of the Month
- Game Prototype Challenge
- TIGJams
- Global Game Jam
- ... and more!



# Advice from Twitter

**Manpuncher:**

"Get a real job"

**snufkin78:**

Making games takes longer than playing them, but can be more satisfying (sometimes).

**dedhedzed:**

Finish your games. No matter what.

**RatKingsLair:**

Rule Number One isn't "Make sure it's a game." It's "Make sure it's fun!"

(This one is from "Game Architecture and Design, BTW.)

**GrimFang4:**

"Don't baby your game. Make it quick and ugly, and COLLABORATE. Then, you can make it beautiful."

**bluescrn:**

'If you can't do it at 60fps, then don't bother!' :)

**sneakybison:**

Be sure to love what you do.



# Advice from Twitter

**whitingjp:**

Your first  $n$  games will be terrible. So think small, get them out of the way quick. ( $n$  is at least 5)

**philh:**

Hofstadter's law: you will underestimate the impact of particles and sound effects, even when you take into account Hofstadter's law.

**HarrisonTheFan:**

Games can hold philosophical problems such as Tetris: Stacking everything in life is impossible. Sort things out properly

**zarawesome:**

97 Things Every Game Developer Should Know  
[trunc.it/ioyu1](http://trunc.it/ioyu1)

**fastramdesign:**

Make games. As distinct from just talking about it or daydreaming about it. Don't wait. Start now.

**perfectlydarien:**

Use other people's engines and tools as much as possible, so you can focus on the game and not the support structure.





# You can make videogames

Short 7 minute video:

<http://youcanmakevideogames.com/>



# Questions/pubtime

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<http://www.warwickgamedesign.co.uk/forums/>