



Make games!



Who am I?

- I am Alan Hazelden
- I want you to make games!
- Joined Warwick Game Design in 2006
 - Been making games ever since
 - Six years now!
- More Alan facts at www.draknek.org



What have I done?

- Maintainer for FlashPunk
- Sokobond
- These Robotic Hearts of Mine
- Shit Snake



Who are you?

- Who's made a game
 - That's publicly playable?
 - That could be but isn't?
- Why do you want to make games?



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



Anything can be a game

- Board games are games
- Playground games are games (e.g. Tag)
- Multiple choice story games are games
- Assassins Guild
- 2.8 Hours Later



Programming is irrelevant

- Making games is not about programming
- Don't treat it as a programming challenge
 - It's a game design challenge



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



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



Flash is your friend

- Have a good reason not to target Flash
 - People might actually play your games
 - FlashPunk is lovely



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!



Questions/pubtime

alan@draknek.org

Twitter: @draknek

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