

Steps you can use for creating your very own game.

Using these steps should minimize time and expenses. If you already have your story done (i.e. copying a movie or book) jump down to step three.

1. Write several short stories (four to five pages in length) with different plots and ideas. Maybe even let others read your stories and criticize. If at any time you feel stuck, its okay to take a break from writing. If you happen to have the end point to a certain part, either that being the final act of the game, or just a puzzle, just work backwards from that point and you should be on your way.

2. Read them. Ask yourself: Is this interesting?, Does this make sense?, Does this flow well and follow the plot?

3. Once you have re-written your story and finalized, take your story and break it down into a step-by-step outline of what the player has to do. (A good one will be about a four page list of 40-50 key points.)

4a. Start writing puzzles around those points. Each point should have three to four puzzles that need to be solved. A five to six puzzle depth would be even better.

4b. Look for ways to make the story non-linear. This doesn't necessarily mean that you have to have multiple endings, its just to let the player be as free as they can to minimize frustration when one thing can't be thought out at the moment.

4c. Have the main character meet others incidentaly. Then, later they may become influential, and the player will be able to adjust better to their possible new best friend or future enemy, however your story goes.

5. Budgeting and scheduling comes next, even before programming. Plan out each room, character and objects design and when they should be finished by.

6. Now the part we're all here for, the programming phase. First start off by creating a crude version of your game, a skeloten version. It probably won't have most animations and just sketched in rooms.

7. Go back and play through and look for weak points. Fix them, as if I needed to tell you that.

8. Get some of your friends to play through and give their judgements. Also look for bugs. (Try and make the game crash.)

9. Make your Gold copy. Upload to the web and distribute how you see fit.

That's about it, of course your game styles and methods are fine to be different, (mines better) and good luck gaming!

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