كيف تصنع لعبتك الأولى؟

How to Make your First Game

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Public عام

محاور الورشة

بناء لعبتك الخاصة

نصائح قبل البدء في صناعة اللعبة

مراحل بناء اللعبة

أساسيات صناعة الألعاب

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What is game development :
Is the process of a project that consist of (Art , Design , programing) which has a start point and end point . Some games might not have an ending to it such as (endless runner , simulation) those games has either loop or simulation to a real life objects or lifestyle such as (cars , airplanes , garden , farm or city) .

ANY GAME YOU MAKE MUST CONSIST OF THE FOLLOWING

Game programming

Game Design

Game Art

GAME DESIGN

Game Design is the role who set up the game rule , how should it be played and transform all the brain storming ideas into the game .

Game designer roles (Level designer , UX UI designer , system designer)

GAME ART

Game artists are responsible for everything you see in the game. The color themes, the Protagonist , any text in the game, the menus , etc.…

Roles for Game Artist [UI(user Interface) , Models , Characters , Animations].

GAME PROGRAMMING

The operational team who take all the brain storming and make it in the game so the team will have a better vision on how this mechanics looks in the game.

There are some roles of game programmer like (Player , Enemy AI , Animation) .

Other game dev related roles (music composer , game tester (QA) , UX UI) .

OTHER ROLES

Game testing is way important than you think

The process of building a game is a comprehensive and complex one that consists of several stages, which can be divided as follows :

Note : these steps are different from one game to another depends on the game scale .

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Brainstorming and planning

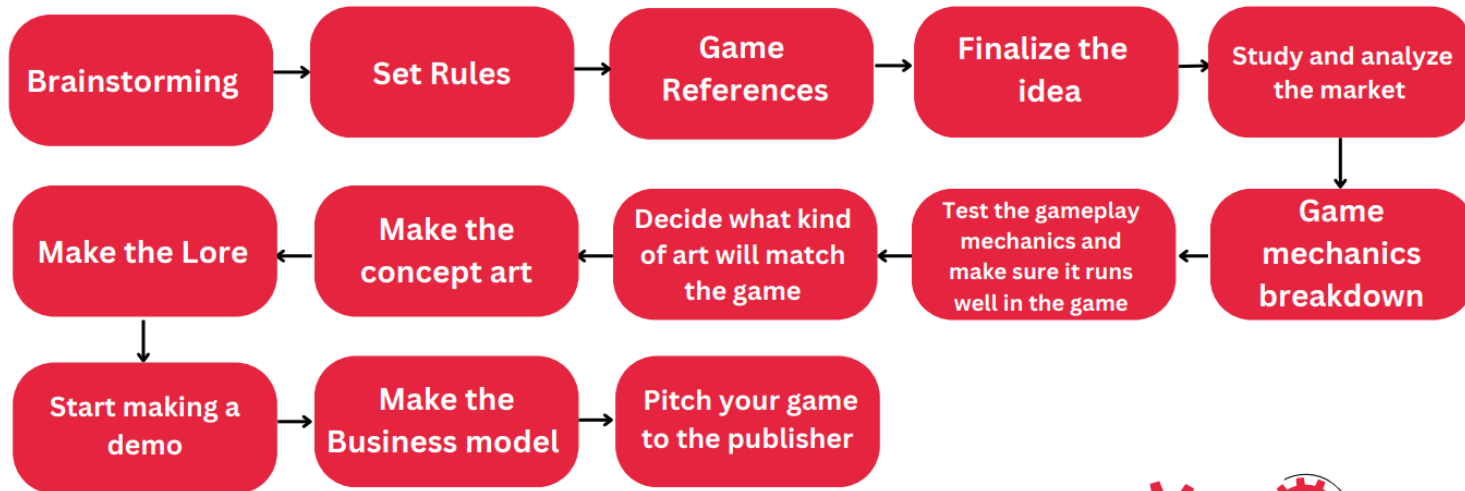Testing

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Development

Releasing

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What process do you follow when coming up with a game idea?

Brainstorming → Set Rules → Game References → Finalize the idea → Study and analyze the market

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Make the Lore ← Make the concept art ← Decide what kind of art will match the game ← Test the gameplay mechanics and make sure it runs well in the game ← Game mechanics breakdown

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Start making a demo → Make the Business model → Pitch your game to the publisher

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أشياء لابد الحذر منها قبل البدء بتطوير اللعبة

- Pick the right engine.
- Your game might not sell , don't expect the success from first try.
- Forget your ego.
- Always scale down your game.
- Work with your existing talent

- Better if you document your plan so you don't get lost.
- You must have a better comprehending of your target Audience.
- Budget (how much the tools and resources costs).
- Monetization (in-app purchase , ads , one-time purchase).
- Testing and feed back.
- Legal Consideration (copy right) (sketchfab , web pictures , ost).
- Don't get drifted away from your game.
- You must know when to stop before starting.

رابط الملفات

شكراً لكم

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