# How to Develop Your Game

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**Start Simple:** Commercial games often involve large teams and years of development. You don't have that luxury. Aim for something manageable, like a single-level platformer instead of an open-world RPG.

**Advice:** Sketch out your game's main features and mechanics on paper first to get a clear idea of its scope.

**Excel in One Area:** Success in this assignment hinges on excelling in one specific area. It could be innovative mechanics, like a unique gravity-based puzzle, or engaging storytelling with well-crafted dialogue.

**Advice:** Identify your team's strengths early on and focus on an area where you can truly shine.

**Know Your Tools:** Different game development tools have their own pros and cons. For instance, Unity is great for 3D games but might be overkill for a simple 2D game. You are using Game Builder Garage in this class so what is it that this game can do?

**Advice:** Spend some time exploring tutorials and documentation for your chosen tool to understand its capabilities and limitations.

**Adopt a Layered Planning Approach:** It's hard to predict the exact time each project phase will take. Therefore, plan in layers:

* Basic Functionality: A character that can move and jump.
* Minimum Goal: Add basic obstacles and a finish line.
* Target Goal: Introduce complex obstacles and power-ups.
* Stretch Goal: Add multiple levels or a storyline.
* Additional Features: Multiplayer capabilities, leaderboards, etc.
* Advice: Use project management software like Trello to track progress and assign tasks.
* Manage Project Scope: New game designers often aim too high and fail to complete their projects.

**Advice:** Start with the 'Basic Functionality' layer and only move to the next layer when it's complete. This ensures you'll at least have a playable game at the end, even if you can't implement all your ideas.

By following these guidelines and leveraging your team's unique skills, you'll be better equipped to manage your project effectively and create a game that stands out in one significant way.