Your Game from Zero to Publication

Design, Code, and Publish Your Game From Scratch

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The Issues That You Face

- Procrastination.

- Find the time to design and code your game.

- Find an idea for your game.

- Create a game that is challenging.

- Plan the development of your game and stick to your schedule.

- Document your development process.

- Know what skills you need at each stage of the development process.

What is Available Out There is Not Enough

- Most books focus on design or development but not the full process.
- Most books differentiate between design and development.
- Very few books address the full development process.
- You need a realistic approach that acknowledges that not everything will go to plan.
- The development process is not always linear, but instead a successions of iterations.
- The direction of your game will change.
- You need to include the player in the design process for a successful game.

How this Course is Different

- Addresses the full process involved in the development of a game for the initial idea to the release of your game.

- Gives the tools that you need to plan, design, document, and release your game.

- Explains how you can include key game mechanics to make your game enjoyable and challenging.

⤵ What you will learn

Ability to:

- Design your game.

- Plan your game.

- Develop and deliver your game.

↳ **What you will learn**

Designing your game:

- Find a game idea.

- Apply well-known game design principles to improve the game play.

- Document the game design.

- Learn how test test ideas quickly and efficiently to find the best gameplay.

⤷ What you will learn

Planning your game:

- Define a clear schedule and the associated deliverables.

- Apply well-known game design principles to improve the game play.

- Document the game design.

- Learn how test test ideas quickly and efficiently.

↳ **What you will learn**

Ability to:

- Plan and stick to deadlines.

- Complete the game.

- Document in a clear and concise manner.

- Pitch and explain the game using relevant media.

- Conduct necessary testing activities.

↳ What you will learn

Developing your game:

- Organise your project.

- Organise your code.

- Implement important game mechanics.

- Managing assets.