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# Computer networking tips and tricks pdf download video game free

by Angela He2 years ago I was just 17 year old high school student who knew nothing about coding. But I pushed forward anyway, and within a few months I published my first game on Steam.Now, I've made over 10 games for desktop, web, and mobile, with over 1.9 million plays combined.No matter your skill level, you can make a game too. 2 years ago, I thought it was impossible, but tried anyways. It was the hardest thing I'd ever done. But it was worth it. Now, I realize game development is like any skill — you only get better by doing, failing, then improving.I taught myself everything I know. And now I'm going to teach you.To make a game, you must go through the 6 stages of game development: Design. Art. Code. Audio. Polish. Market.The rest of my post will structure each stage into the following:Advice I've curated from my and others' experiences.Resources I've found most helpful.1. Design ?Advice?You've got a great idea. \*But how do you capture it in writing?Everyone'll have their own way of doing that best. Some compose 60-page design documents. Others, like me, write a page of badly-written notes, unreadable to anyone else. I don't know what's best for you. But I can give suggestions on what to write about:Hook. What makes your game idea great? For me, this is the most important to write down. Once you capture this, you can write down the next three points much easier. Is your game about something thought-provoking? Scandalous? Is it putting a new twist to an old classic? Or, is it doing something that's never been done before?Mechanics. What does your player do? And for what purpose? This is your gameplay. It can be as simple as pressing QWOP to move in the game QWOP, to tapping buttons to chat in Mystic Messenger, to the tons of key combos in Dwarf Fortress.Story. What story should players remember your game by? What emotions should they leave your game with? Every game has a story. If the story isn't obvious, it is created by the player. A story can be created from the increasing numbers in 2048, the rising empires in Civilization, and the silent interactions in Monument Valley. Think about what story'll be found in your game.Mood. What impression does your game make? What are the visuals? Sound? First impressions matter. First impressions will hook — then keep — the player playing. Perhaps, you'll give your game a retro vibe with pixel graphics and chiptune music. Or, a modern, clean look with flat geometries and instrumentals.\* Having a hard time thinking of an idea? Creative block hits us all.Join a game hackathon/jam. You and other participants'll be tasked to make a game in a short amount of time. Throughout, and after, you'll be met with support from other jammers. And the excitement and creativity during a jam? Infectious. Don't know where to get started? Try Ludum Dare, one of the largest game jams.Keep a list of ideas. I and other developers I know jot down our ideas. That way, we can refer back to our old ones when we run out of new.When the muse hits, stop whatever you're doing. Write that idea down. The next time creativity ghosts, you won't be left grasping for straws.Resources ?All of the below are tried and true. (?) means I use it currently.Note-taking:Notes for Mac (?)Google Docs (?)TrelloCollaboration (for teams);Google DriveGitHub (?). Requires git and Unity .gitignore.Unity Collab. Easiest out of the three. The free version has limitations.Heads up — Unity is the game engine I use to make games, so I'll be mentioning it throughout. Feel free to use a different engine.Game design:The Art of Game Design by Jesse SchellGamasutra2. Art ?Advice?You've planned out your idea; congrats, that's amazing! Now, you can work on the actual game.(If you don't know how to code, I suggest doing stage 3. Code, before Art. You don't want to create art that you'll trash later because you can't code it in.)Don't know how to draw? Do not fret. Anyone can make something beautiful with the 3 basic visual principles: color, shape, space.Thomas Was Alone — a beautiful yet simple gameUThink about how you can make it unique — have a distinct color scheme, font(s), shape(s), and icon(s) — while functional. Is the important information readable and obvious? Do the colors/fonts/icons distract from that at all?Who would win? ? 2D animationsYou have two options:Frame-by-frame. Draw out each frame of the animation. For this, you should use sprite sheets with TexturePacker (or if you're using Unity, Sprite Packer).Bone-based. Draw each animated limb, then animate the limb's position, rotation, and whatnot in-game. Can be faster, easier, and save memory. If you're doing 2D and using Unity, try editing the pivots of sprites or Anima2D.MiscHere are some general miscellaneous art tips that apply to not only art in games, but in other software as well.Tile patterned assets to create tiled images and save memory.Untiled to tiled9-patch/9-slice assets with unscalable borders but a scalable center to create scalable images and save memory.?The blue ditto grows, but its corners stay the same! Make the dimensions of each asset a multiple of 4 or a power of 2 to save memory. Which one depends on how you're compressing the assets.If you're using Photoshop, use "File > Export > Layers to Files" to quickly export each layer as a file (e.g. PNG, JPEG).Resources ?Creating UI:UI principles:Google Material Design (?).Apple's UI Do's and Don'ts.Creating 2D assets:Photoshop (?).Gimp.Paint Tool SAL. Good for smooth/anime styles.Creating 3D assets:Blender (?). Powerful but steep learning curve.Maya. Good for animation.Max. Good for rendering.Free assets:Inspiration:Dribbble. Designs from invite-only designers.Behance (?). Designs from anyone with an account.itch.io (?). Beautiful indie games.3. Code ?Advice?Debug.Log("Oh boy! Time to code!! ^\_^");Your first step? Decide on a game engine and an IDE (Integrated Development Environment — basically, an app that lets you code). My recommended game engines+IDEs are in Resources below.Your second step? Code.Don't know how to code? No worries. I got you. You can learn.These CS fundamentals should be enough to start. (All code examples here are in C++, one of the main languages the Unity 3D game development framework uses.)1) Data types and variables. At the root of all code is data. That data is stored in variables. You can declare a variable like this:int i = 0;Let's break that down.int is the data type. i is the variable name. And that = 0 assigns zero as the variable value.So what's this?string s = "pusheen is best cat";string is the data type. s is the variable name. And yep — you guessed it — "pusheen is best cat" is the variable value.Some common data types: int and long are integers. float and double are decimal numbers. And string is any sentence. (Even an empty one — "")Want to know more? Go through this and this.2) If statements. If statements evaluate if a certain condition is true. If it is, run the code that's inside the if statement;if (true){ //true is always true! doThings(); //I'm inside the if statement's brackets; run me! }If the condition isn't true, we can evaluate other conditions with else if:int i = 1; if (i == 0){ doThings(); } else if (i == 1){ doOtherThings(); //I'm gonna be run! }Or, just run some other code with else:int i = 60000; if (i == 0){ doThings(); } else { doOtherThings(); //I'm still gonna be run. }3) For/while loops. While loops continue while a certain condition is still true, executing the same lines of code over and over again. When the condition is false, the while loop exits.while (someBool == true){ //condition doThings(); //We'll keep doing things until someBool is false }Think: how long does this while loop last?while (true){ doThings(); }For loops are basically while loops where:int i = 0; while (i < condition){ doThings(); i++; //increment after doing things }That's equivalent to:for (int i = 0; i < condition; i++){ doThings(); }4) Basic data structures. So, we have data, and we ways to evaluate and manipulate that data. We can also store that data into some structure — a data structure. Data structures you should know are arrays, lists, queues, stacks, and sets.Here's a quick example of an array:\* Say you have numbers 0 through 9 that you want to store somewhere. You can store it in an array! \*/ int[] arr = new int[10]; /\* The [] brackets declare an array. We assign a new array to arr of size 10 - that means it can hold 10 elements. Arr now looks like this: arr = [ 0 0 0 0 0 0 0 0 ] \*/ for (int i=0; i

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