SHARING/SELLING RESOURCES

Itch.io

Itch has quickly become the go-to indie game distributor. If you're looking for a place to sell your game, scope the scene, or try out some indie freebies, this is the place to go. Also has assets and resources available for game development such as Bitsy and GB Studio. Itch.io collects 10% of your sales profits.

Steam

There isn't a true PC gamer alive who isn't aware of Steam, Valve's industry-leading game distribution software. Steam has a slew of indie games available and takes a cut for 30% of your game's profits, but it also connects developers to the largest PC gaming community out there.

Epic

Epic has been around since the early 90's, but has only recently dipped its toes into digital game distribution. It is competing with Steam anywhere it can and has offered a mere 12% cut of any sales.

FREE ASSET RESOURCES

Open Game Art

Open Game Art is a site dedicated to bringing developers free and royalty-free assets to use in their games. It has a variety of assets including 2D sprites, 3D models, music, and sounds.

Craftpix.net

A known but somewhat limited resource for both paid and free game assets. There is enough to get a start but you will likely need to either spend a little money for more assets or learn to create your own. Contains mostly sprites and other 2D assets.
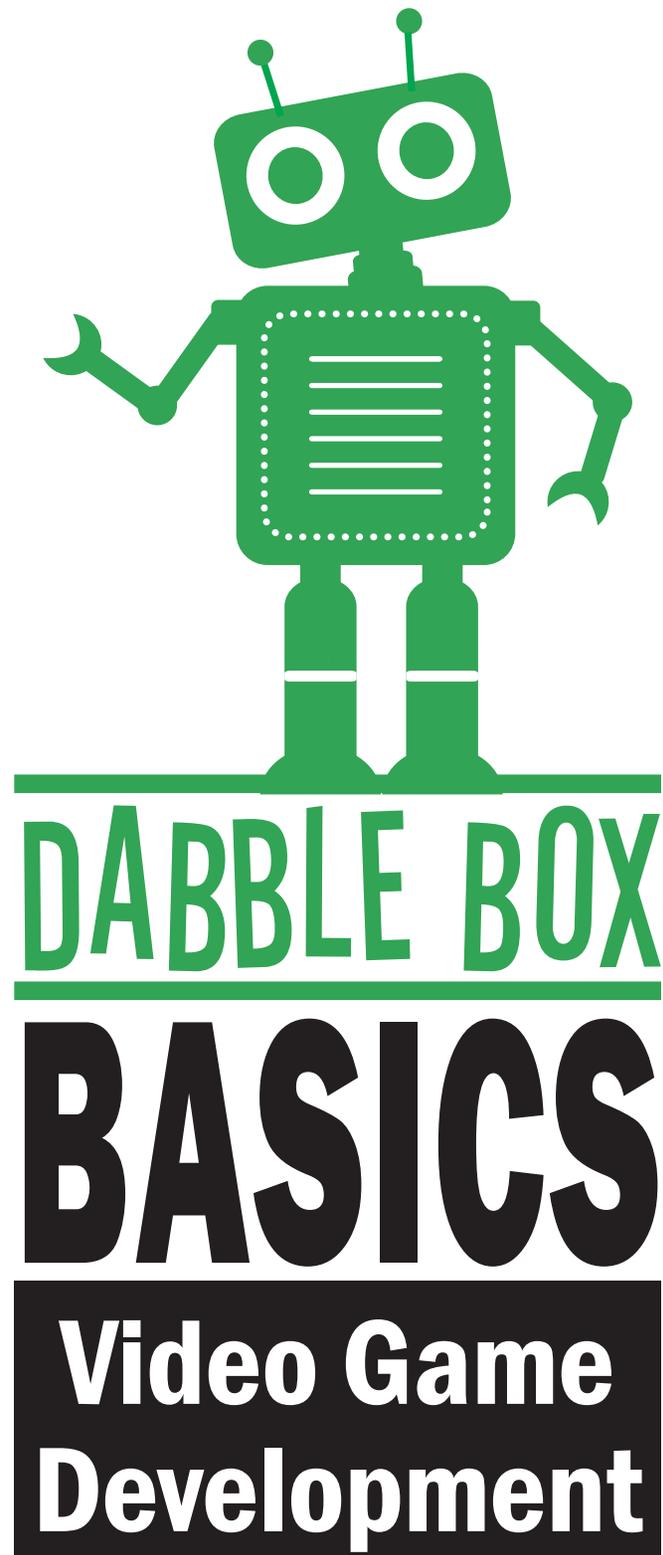
GameDev Market

Geared a little more toward the selling side of marketing game assets, there are a handful of freebies as well. It's a place to start!

DABBLE BOX

DABBLE BOX

BASICS

Video Game Development

WHAT IS VIDEO GAME DEVELOPMENT ALL ABOUT?

People who create video games are referred to as game developers. An indie game may be made by a single developer or small team, while hundreds or even thousands of developers might work on some big name games. It requires a variety of skills to develop a game, including digital art/modeling, animation, writing, programming, and digital audio.

One thing all game developers have in common is that they had to start somewhere. That first experience varies from developer to developer, but a good place to start is with simple game development tools. These can help you get your idea out there and introduce you to the world of game development. There are many options available for a low cost or even for free.

FREE ASSET DEVELOPMENT TOOLS

An "asset" in video game development means anything that goes into the game like characters, objects, sound effects, maps, environments, and more.

Blender (Open Source)
Blender is a powerful 3D tool that can be used to make 3D assets and animation. There is no free 3D modeling tool more powerful or as capable as Blender.

Audacity (Open Source)
Audacity is an open source audio editor that has been around for 20 years. It allows users to edit, mix, cut, and record sounds and music. It has limited uses as an audio editor, but is a free tool.

Piskel (Open Source)
Piskel is an open source web-based app that allows users to create sprites (bitmap images) and animate them on a frame-by-frame interface. The sprite may be downloaded as an animated gif or a sprite sheet that can be used by game development software.

FREE GAME DEVELOPMENT TOOLS

These tools are completely free to use and are open source. This allows developers to legally distribute both free and commercial games without worrying about licensing issues.

Godot (Open Source)
A versatile software capable of doing 2D or 3D video game development. It has both visual scripting and "Python-like scripting" for those willing to dig into the nitty gritty. Capable of creating games for many different platforms including mobile, desktop, console, and web-based gaming.

GB Studio (Open Source)
GB Studio is used to make games for the original Gameboy. Designing is done through visual scripting for easy game development. Games may be exported for web-based or Gameboy emulator play.

Bitsy (Open Source)
Bitsy is a very basic HTML5-based game development app that allows developers to create a simple 2D exploration game right in their web browser. The app on its own only allows for simple textual interactions and basic item pick-up and use. More advanced development requires other tools and web development knowledge.

Spring RTS Engine (Open Source)
The Spring RTS (Real Time Strategy) engine has been around for many years. It allows developers to create strategy games like *Command & Conquer* or *Total Annihilation.* Games developed with Spring are designed to be played on PC.

Ren'Py (Open Source)
Ren'Py is a "Visual Novel Engine" meaning that it is used to design visual novels. Visual novels are games that are often heavy in dialogue and follow a plot like a book or a choose-your-own-adventure story. Ren'Py games may be expanded into other game genres with Python scripting.

LOW-COST OR ROYALTY-BASED TOOLS

Everything in this list is either relatively low cost or charges a royalty fee for profits from the game.

Unreal Engine
Free to use with a 5% royalty on sales. Unreal is one of the most widely used and powerful tools available for game development. Requires some C++ knowledge. Reputable Titles: *Borderlands 3, Sea of Thieves, PlayerUnknown's Battlegrounds.*

Unity
Unity has grown in popularity significantly through the years and it's royalty-free and free to start using. Eventually you will need to subscribe for either the Plus plan ($40/year) or the Pro plan ($150/year). Reputable Titles: *Kerbal Space Program, Torment: Tides of Numenera, Mario Kart Tour.*

GameMaker Studio 2
GameMaker is easy to begin developing in with the opportunity for more as you advance. It may be the best beginner-friendly option available. Its cost varies by platform with a range of $39/year to $799/year. Also provides a permanent license for PC and mobile development. Reputable Titles: *Hotline Miami, Spelunky, Undertale.*

Construct 3
Like Unity, you can start for free, it's royalty free, and it has a reasonably priced subscription ($100/year). Price goes up for businesses. Supports many platforms. Reputable Titles: *There Is No Game, Blitz Breaker, Tank Trouble 2.*

RPG Maker MV/VX Ace
The RPG Maker franchise has been around for decades. The latest two versions are MV ($80) and VX Ace ($70). Each has its strengths and fan base. Both applications are used to develop RPGs (Role Playing Games) with a Super Nintendo style. MV is a little newer and has native mobile development. MV is also available on Nintendo Switch and PlayStation 4. Reputable Titles: *To the Moon, Eternal Senia.*