

SHARING/SELLING RESOURCES

ITCH.IO

Itch has quickly become the go-to indie video 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 for game development such as Bitsy and GB Studio. Itch.io collects 10% of sales profits.

STEAM

Steam is the industry-leading video game distribution software. Steam has a slew of indie games available and takes a cut for 30% of your game's profits.

EPIC

Epic, as a company, has been around since the early 90s but is now competing with Steam in digital game distribution. Its most competitive feature with Steam is offering a mere 12% cut of any sales. The argument has been made that a smaller overall game selection decreases the competition on this platform.

FREE ASSET RESOURCES

OPEN GAME ART

Open Game Art is a site dedicated to bringing game 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. 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!

KENNEY

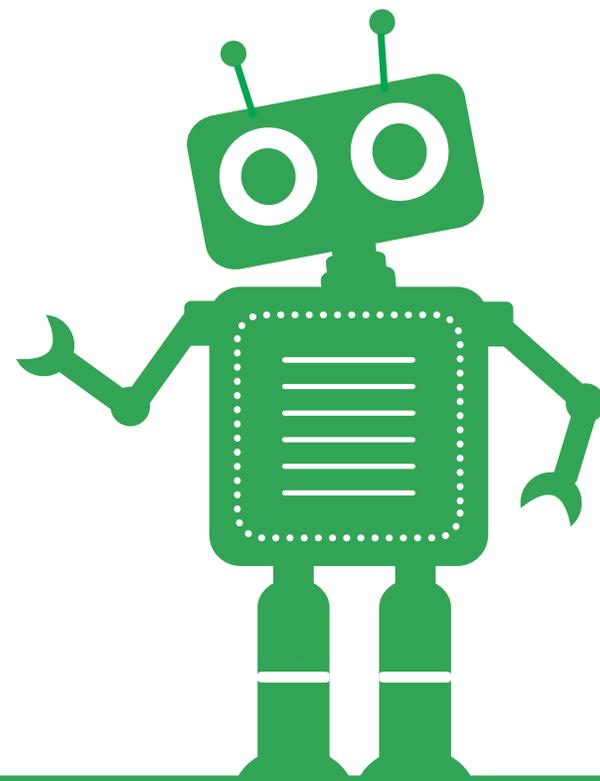
A Dutch game developer that offers a robust selection of public domain game assets that you can use.



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DABBLE BOX

BASICS

Video Game Development

WHAT IS VIDEO GAME DEVELOPMENT?

Video games are created by people referred to as game developers, and they can range from a single developer or a small team for indie games, to hundreds or thousands of individuals for AAA titles. Indie games require a variety of skills to develop including digital art/modeling, animation, story writing, programming, digital audio, etc.

One thing all those game developers have in common is that they all had to start somewhere. Where that varies from developer to developer, but a good place to start for the curious layman is with simple tools that introduce them to the world of game development. Here's a list of tools that can get you started on your game developing journey.

FREE ASSET DEVELOPMENT TOOLS

These tools may be used commercially or personally for making game assets for free.

BLENDER (GPL LICENSE)

Blender is a powerful 3D modeling software that can be used to create and animate 3D assets. Blender is the premier free 3D modeling software.

AUDACITY (GPL LICENSE)

Audacity is an open source audio editor that has been around for over twenty years. It allows users to edit, mix, cut, and record sounds and music. It is arguably the best free sound editing software available.

PIXILART.COM (CUSTOM LICENSE*)

Pixilart.com is a social network that provides a means of creating and sharing pixel art. Their web-based tool provides several handy tools.

PISKEL (CUSTOM LICENSE*)

Piskel is a passion project created by an individual developer. It's a tool specifically designed for creating sprites and animations.

*The license clearly authorizes commercial use.

FREE GAME DEVELOPMENT TOOLS

These tools are completely free for commercial use.

GODOT ENGINE (MIT LICENSE)

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 different platforms including mobile, desktop, console, and web-based gaming.

GB STUDIO (LICENSE UNCLEAR**)

GB Studio is designed to create games for the original Gameboy. Designing may be done completely through visual scripting for easy game development. Games may be exported for either web browser or Gameboy emulator gameplay.

BITSY (MIT LICENSE)

Bitsy is a basic HTML5-based game development app that allows developers to create a 2D game right in their web browser. The vanilla app allows for simple textual interactions and item pick-up and use. More advanced game development requires other tools and knowledge of HTML, CSS, and JavaScript.

REN'PY (MIT & LGPL LICENSES)

Ren'Py is a "Visual Novel Engine" for games that tell a story through images, text, and interactivity. Ren'Py games may be expanded upon with Python scripting.

GDEVELOP (MIT LICENSE)

Provides an array of tools for fairly advanced 2D game development for many platforms including PC and mobile gaming. Knowledge of JavaScript can expand development capabilities.

PHASER 3 (MIT LICENSE)

Phaser 3 is an application for creating browser-based games using JavaScript or TypeScript. There are some plugins and books sold separately that are not covered under the MIT license.

**Software Developer has authorized commercial use.

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 (ROYALTY-BASED)

It's free to use until your game grosses over \$1,000,000 USD. Unreal is one of the most widely used and powerful tools available for game development. It does help to know some C++ for advanced development. Reputable Titles: Borderlands 3, Sea of Thieves, PlayerUnknown's Battlegrounds

UNITY (SUBSCRIPTION)

Unity has grown in popularity significantly over the years. It's royalty-free and free to start using. You will need to subscribe eventually for either the Plus plan (\$399/year) or the Pro plan (\$1,800/year). Reputable Titles: Kerbal Space Program, Subnautica

GAMEMAKER STUDIO 2 (SUBSCRIPTION)

GameMaker is easy to begin developing in with the opportunity for more as you advance. A beginner-friendly option, 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 (SUBSCRIPTION)

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

RPG MAKER MZ/MV/VX ACE (PURCHASE)

The RPG Maker franchise has been around since 1995. Current popular versions are MZ/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 SNES-like style. MV is also available on Nintendo Switch, PlayStation 4 and 5. Reputable Titles: To the Moon, Eternal Senia