

SHARING/SELLING RESOURCES

ITCH.IO

Itch.io has quickly become the go-to indie video game distributor. If you're looking for a place to share/sell your game, scope the scene, or try out some indie freebies, this is the place to go. It also has assets and resources available (itch.io/game-assets/free). 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. Takes a 12% cut on sales.

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

Provides both paid and free game assets that may be used in commercial products. 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!

ITCH.IO FREE ASSETS

Itch.io is great for more than just sharing and selling games. You can also find free assets from thoughtful artists who post them there.



THE DABBLE BOX is a space where curious people can dabble in science, technology, engineering, art, and math activities. It has equipment ranging from robots, to a sewing machine, to musical instruments available during open labs.

Play · Make · Share



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FREE ASSET DEVELOPMENT TOOLS

These tools may be used commercially or personally for making game assets at no cost.

BLENDER (GPL LICENSE) 3D MODELING

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

BEEPBOX (MIT LICENSE) MUSIC

A free music “sketching” tool that uses the URL itself as a method to save the song. Allows you to save as MIDI, WAV, or MP3.

SIGNAL (MIT LICENSE) MUSIC

A web-based MIDI editor that can be used to compose music and download as MIDI or WAV.

PISKEL (CUSTOM LICENSE*)

PIXEL SPRITES & TILES

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.

GIMP/KRITA (GPL LICENSE) DIGITAL ART

GIMP is for general image editing and Krita is for digital painting. Both are essential in creating digital assets for games.

LOW COST ASSET DEV TOOLS

ASEPRITE (\$20) PIXEL SPRITES & TILES

An essential 2D development tool. Great for sprites, maps, and animation.

TILED (NAME YOUR PRICE/GPL) TILE MAPPING

A 3D map editor that is handy for GB Studio or other game engines where map creation must be done outside of the software.

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 coding and “Python-like scripting” for those willing to dig into the nuts and bolts. Capable of creating games for different platforms including mobile, desktop, console, and web-based gaming. Now a popular alternative to Unity due to Unity’s controversial pricing issues in 2023.

GB STUDIO (MIT LICENSE)

GB Studio is for making Gameboy and Gameboy Color games. Design may be done completely through visual coding for easy game development. Visual assets must be created in a separate software. Games may be exported for either web browser play (Works great hosted on itch.io) or as a ROM for use in a Gameboy emulator.

BITSY (MIT LICENSE)

Bitsy is an HTML5-based app that allows developers to create a 2D game right in their browser. The vanilla app allows for simple textual interactions and items. 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. Thousands of visual novels, kinetic novels, and dating sims have been created with Ren’Py. 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. JavaScript can expand options.

LOW-COST OR ROYALTY-BASED TOOLS

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

UNREAL ENGINE (ROYALTY-BASED)

It’s free to use with a 5% royalty if you generate more than \$1M in revenue. 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: Fortnite, Remnant 2, Sea of Thieves, PlayerUnknown’s Battlegrounds

UNITY (ROYALTY-BASED)

Unity was growing in popularity and is still used in many games, but has run into some controversy with significant changes to their royalties. It’s recommended that you to look into their current policy due to the likelihood of changes.

Reputable Titles: Among Us, Kerbal Space Program, Torment: Tides of Numenera

GAMEMAKER STUDIO 2 (SUBSCRIPTION)

GameMaker allows you to begin developing for free and only pay once you are ready to publish. A beginner-friendly option, its costs vary by platform with a range of \$49/year to \$799/year.

Reputable Titles: Hotline Miami, Spelunky, Undertale

CONSTRUCT 3 (SUBSCRIPTION)

You can start for free, it’s royalty free, and it has a reasonably priced subscription (\$130/year). Higher price for businesses. Supports many platforms.

RPG MAKER MZ/MV/VX ACE (PURCHASE)

The RPG Maker franchise has been around since 1995. Prices range from \$70 to 80, but can often be found on sale under \$30. Each has its strengths and fan-base.

Reputable Titles: To the Moon, Eternal Senia, Imposter Factory