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Laying the Foundations 1. Pick
your genre. While every
successful game is unique in its
way, almost all of them fit into a
specific genre. 2. Pick your
platform. The platform that you
choose to develop your game will

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significantly impact the way it is...

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Step 1, Make a mostly text-based game . This is probably the easiest type of game to make, although not everyone is interested in a game without graphics. Most text-based games focus on a story, a puzzle, or an adventure that combines story, exploration, and puzzles.[1] X

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Research source Here are several free options: Twine is quick and easy to use in your browser. StoryNexus and Visionaire add more ...Step 2, Make a 2D game. GameMaker and Stencyl are good options that work for any genre ...

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Abstract: Invent Your Own Computer Games with Python is a free book (as in, open source) and a free eBook (as in, no cost to download) that teaches you how to program in the Python programming language. Each chapter gives you the complete source code for a new game, and then teaches the programming concepts from the example.

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