

PASOS PARA DESARROLLAR UN VIDEOJUEGOS

- [What engine to select](#)
- [How to structure a project](#)
- [Industry concepts or guides](#)
- [Game design theory](#)
- [Programming theory](#)
- [What programming language to select](#)
- [Where ask for help in your project](#)
- [How to build a design document](#)
- Viabilidad

GAME ENGINES

3D Rad Solo Windows XP/Vista/7

aleph One

00:12:30

AMMUNITION
28 .44 CLIPS (x8)
6 FUSION BATTERIES
3 MA-75B CLIPS (x52)
1 MA-75B GRENADES (x7)
13 SHOTGUN SHELLS (x2)

MA-75B ASSAULT RIFLE/
GRENADE LAUNCHER

15m

MARATHON 2: DURANDAL
BEAT THE GAME (KINDERGARTEN)

We're Everywhere	+5.1	5:07
Ex Cathedra	-1.3	6:15
Nuke And Pave	-1.7	6:55
Curiouser and Curio...	-1.1	7:44
Eat It, Vid Bol!	+1.3	9:56
The Hard Stuff Rules...	+1.8	10:47
Bob's Big Date	-3.7	11:46
Six Thousand Feet...	-20.2	12:07
If I Had a Rocket Launcher, I...		13:43
Sorry Don't Make It So		14:17
All Roads Lead To Sol...		38:40

12:36.13

Previous Segment -16.4
Current Pace 38:20
Sum of Best Segments 36:06

Ardor 3D- Java

<https://www.youtube.com/watch?v=iWikbwTPP8g>

Brakeza 3D- Desarrollo de motor, C++

https://www.youtube.com/watch?v=aju_-6ZP7Uo

CAfu Engine- C++

<https://www.youtube.com/watch?v=IP6VP1xsUcM>



Cry Engine 2- C++



Crystal Space- Blender GE, C++



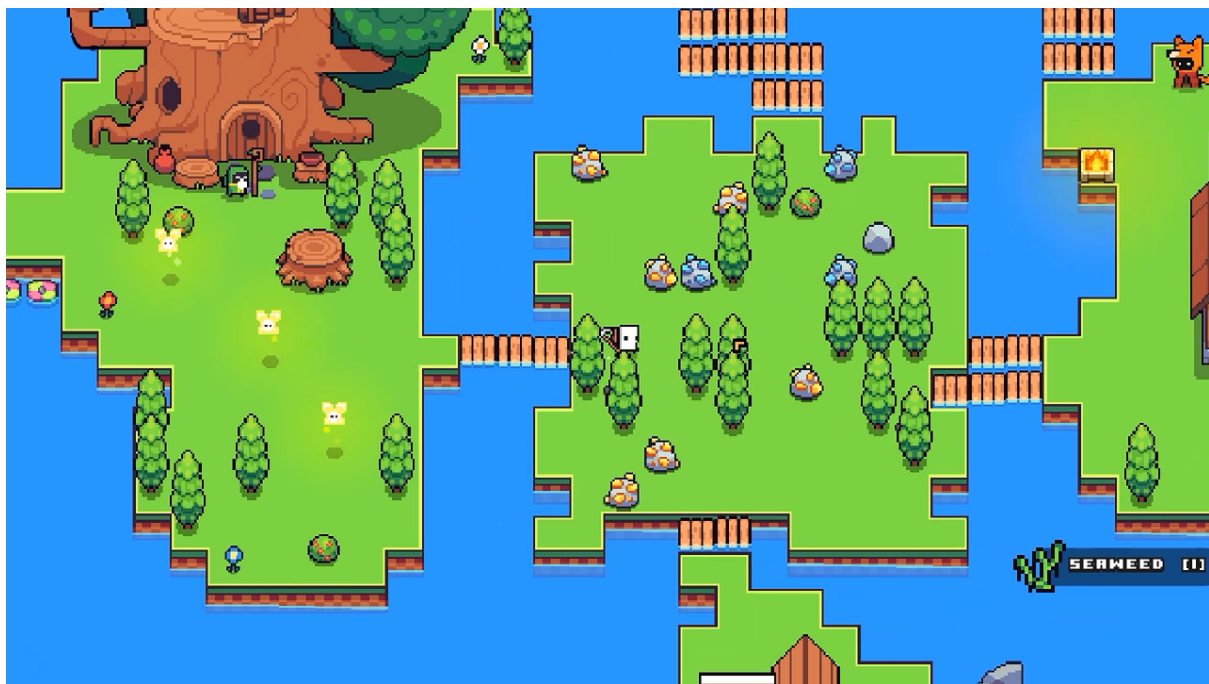
Div Go- Juegos Web, HTML 51

The image shows a screenshot of the Div Go website, displaying a game interface and a code editor. The game interface features a character named "TURKEY" (3 stars) and a character named "BISHOP" (3 stars) in a 3D environment. The code editor shows the following code:

```
# fontstator =  
nuestra información()  
control(facción)  
mueve(x, y, file, flags, tipo o  
sombra())  
polvo(x, y)  
golpe(x, y, daño)  
particula sangre(x, y, isc, N, l)  
golpe sin sangre(x, y)  
objetos(file, x, y, graph, flags
```

The website also includes a sidebar with a "Visor FPG" section showing two characters (codigo 1 and codigo 2) and a "Procesos Activos" section listing various processes (estrella, objetos, etc.). The bottom of the page shows the Div Go logo and navigation links (documentación, comunidad, ejemplos, descargas).

Gamemaker Studio 2- C++



Gameplay3d-Gratis, C++



Godot-Gratis, C/C++



HPL Engine 1-Amnesia, C++



Irrlicht- Free, Indoor, C++



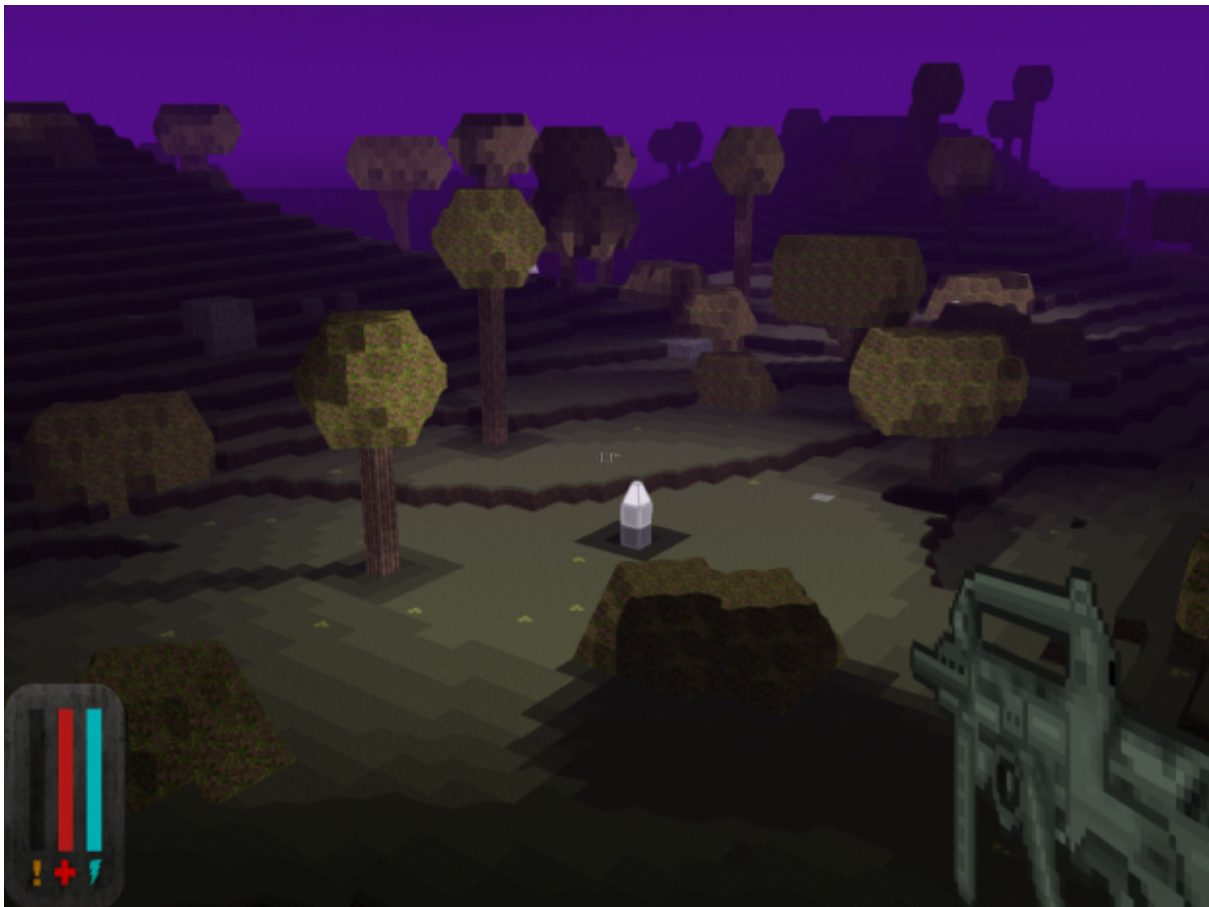
id Tech 3-Quake, C



ioQuake 3- Quake, C



jMonkey Engine- Java





Sauerbraten- Java

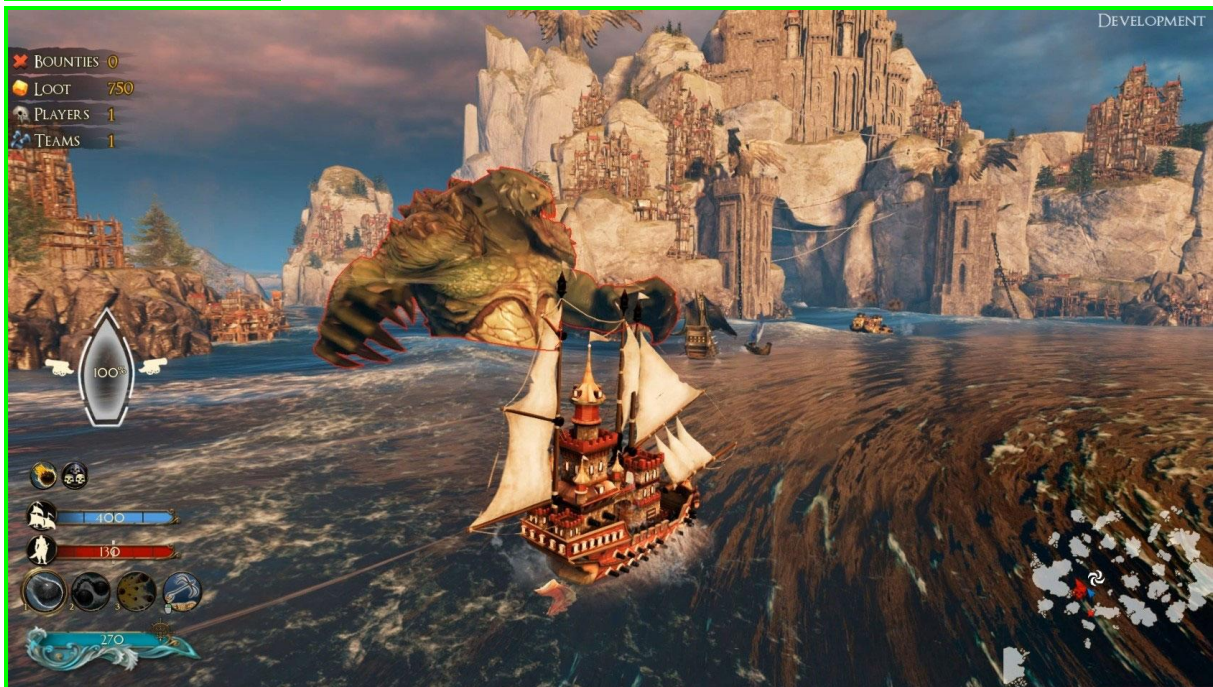


Unity- Free, C++





Unreal Engine- C++





ZGameEditor;?

WORKFLOW

I have a Trello board with milestones listed (e.g. Pre Production, Alpha, Beta, and Release).

I label/color the active milestone (currently pre production) and I have another list with the high level tasks for the current milestone. So in this case, I have things such as Design Level A, etc.

I label/color the active high level task and I have another list breaking that down into actual small tasks that can be marked complete.

I have assigned due dates to milestones, high level tasks, but not to low level tasks.

When I mark off all of the low level tasks, I mark the high level task as complete and then move to the next high level task, determine its low level tasks and get to work on those.

When all high level tasks are done, the milestone is complete and we move on to the next milestone.

Prototype - build out a sample of the gameplay and verify that it is fun. (COMPLETE) - I did this and everything was functional, but not pretty, all the core functionality was tuned to verify that it could all be done. I also implemented the save game system to verify that we would be able to save the massive amount of data that we could potentially have. Normally I would have pushed the save system back, but it was critical to the feel of the game, so I implemented that.

Pre-production - design the world layout. This is where I currently am, I'm figuring out the level structure, breakdowns, how everything will fit together, puzzles, whatever, but I'm doing it all on paper/Trello.

Production/Alpha - this is where I was going to graybox all of the step 2 stuff so that the entire game was functional from start to finish, but no art pass had been done yet.

Production/Beta - this phase I was going to make everything pretty and fix bugs.

Release - this phase would be after beta and would be bug fixes only leading to Release.

TUTORIALES INDUSTRIA

7 Tips para mejorar en el desarrollo

<https://ortuspublishing.com/7-best-tips-to-help-you-get-better-at-game-development/>

Tutorial básico

<https://es.bitdegree.org/tutoriales/crear-juegos/>

Cómo encontrar el mejor editor

<https://gamedev.net/tutorials/business/business-and-law/publishing-102-how-to-find-the-best-publisher-for-you-r5141/>

Búsqueda de Mercado

<https://gamedev.net/tutorials/business/business-and-law/a-guide-to-diy-market-research-for-indie-game-devs-r5138/>

¿Deberías asociarte con un Editor?

<https://gamedev.net/tutorials/business/business-and-law/publishing-101-should-you-partner-with-a-game-publisher-r5137/>

Página de Steam

<https://gamedev.net/tutorials/business/business-and-law/so-you-want-to-have-a-kick-ass-steam-page-r5132/>

Quieres ser un desarrollador?

<https://gamedev.net/tutorials/business/career-development/so-you-want-to-be-a-game-developer-r5131/>

Escritura de Personajes

<https://gamedev.net/tutorials/game-design/writing-for-games/character-writing-advice-from-writers-r5103/>

Diseño C++

<https://gamedev.net/tutorials/programming/general-and-gameplay-programming/designing-good-c-game-middleware-r5090/>

Tips desarrollo en solitario

<https://gamedev.net/tutorials/business/production-and-management/9-tips-on-making-an-indie-game-from-a-solo-developer-r5074/>

Escritura

<https://gamedev.net/tutorials/game-design/writing-for-games/getting-the-best-from-writers-r5044/>

Mejorar tu juego con referencias

<https://gamedev.net/tutorials/business/production-and-management/improve-your-game-with-references-r5016/>

Dificultad

<https://gamedev.net/tutorials/game-design/game-design-and-theory/game-design-a-different-approach-to-difficulty-r4992/>

Cómo hacer juegos sin programar XD

<https://gamedev.net/tutorials/programming/general-and-gameplay-programming/how-to-make-games-without-programming-r4987/>

Creando sonido orquestal con una guitarra

<https://gamedev.net/tutorials/audio/music-and-sound-fx/creating-an-orchestral-score-from-a-guitar-riff-r4985/>

Efectos de sonido

<https://gamedev.net/tutorials/audio/music-and-sound-fx/making-sound-effects-for-video-games-using-fmod-with-unity-r4970/>

Paletas de Color

<https://gamedev.net/tutorials/visual-arts/color-palettes-r4964/>

Gamificación

<https://gamedev.net/tutorials/business/career-development/a-quick-guide-to-gamification-and-gamification-careers-r4965/>

Efectos de sonido 2

<https://gamedev.net/tutorials/audio/music-and-sound-fx/making-sound-effects-for-video-games-1-r4962/>

Musica de uso comercial gratis

<https://gamedev.net/tutorials/audio/the-complete-guide-to-free-commercial-use-music-sfx-that-dont-suck-r4953/>

Comunicado de prensa

<https://gamedev.net/tutorials/business/business-and-law/the-last-how-to-write-a-press-release-post-youll-ever-need-r4951/>

Proceso creativo

<https://gamedev.net/tutorials/visual-arts/creative-process-in-conceptual-and-graphics-development-in-video-games-r3335/>

Juegos en buscadores web

<https://gamedev.net/tutorials/game-design/game-design-and-theory/why-gaming-in-the-browser-is-inevitable-r4932/>

Administración de proyecto

<https://gamedev.net/tutorials/business/production-and-management/project-management-r4924/>

BUGS

<https://gamedev.net/tutorials/programming/general-and-gameplay-programming/static-analysis-in-video-game-development-top-10-software-bugs-r4887/>

Errores a evitar

<https://gamedev.net/tutorials/business/production-and-management/top-5-game-development-mistakes-to-avoid-r4883/>

Cómo volverse desarrollador

<https://gamedev.net/tutorials/industry/interviews/interview-cliff-harris-on-what-it-takes-to-become-a-successful-game-developer-r4885/>

Cómo negociar

<https://gamedev.net/tutorials/business/career-development/negotiating-sign-on-bonuses-in-the-games-industry-r4875/>

1 Día como un diseñador de videojuegos

<https://gamedev.net/tutorials/business/career-development/a-day-as-a-game-designer-r5166/>

Qué buscan los editores de un videojuego

<https://gamedev.net/tutorials/business/business-and-law/publishing-103-what-publishers-look-for-in-games-r5148/>

Oportunidades de que tu juego sea exitoso

<https://gamedev.net/tutorials/business/production-and-management/chances-of-your-game-becoming-successful-r5246/>

9 tips para lanzar un videojuego

<https://gamedev.net/tutorials/business/production-and-management/my-9-lessons-learn-releasing-a-game-r5217/>

Creation Graphs

<https://gamedev.net/tutorials/programming/engines-and-middleware/the-machinery-game-engine-creation-graphs-r5274/>

Rendimiento en la sobreexplotación

<https://gamedev.net/tutorials/programming/general-and-gameplay-programming/unit-y-job-system-excessive-multithreading-might-hurt-your-performance-r5258/>

Cómo Localizar un videojuego en Asia

<https://gamedev.net/tutorials/business/production-and-management/how-to-localize-a-game-for-asia-r5268/>

Cómo preparar un juego para la localización

<https://gamedev.net/tutorials/business/production-and-management/what-needs-to-be-done-to-prepare-a-game-for-localization-r5283/>

Qué es "Localization"

<https://www.gala-global.org/industry/intro-language-industry/what-localization>

Lenguajes importantes para la "Localization"

<https://gamedev.net/tutorials/business/production-and-management/the-top-ten-languages-for-game-localization-r5255/>

Estrategias de marketing

<https://gamedev.net/tutorials/business/production-and-management/mobile-game-marketing-strategies-to-embrace-in-2020-r5276/>

Mecánicas de juego de diferentes videojuegos

Esta es una lista de videojuegos, cada juego tiene un link a un gameplay, y otro a una página con todas las mecánicas del juego listadas.

Traten de ver primero el Gameplay, anoten las que crean que son las mecánicas, y luego comparen lo que escribieron con las que están en la lista, después de leer todas las mecánicas vean el gameplay e identifiquenlas...

O no hagan nada y solo miren por encima las mecánicas y ya.

SIM CITY
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

NAPOLEON: TOTAL WAR
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

UNDERTALE
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

F.E.A.R
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

MINECRAFT TECNICO
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

FANTASY LIFE
[GAMEPLAY](#)

[FANTASY LIFE](#)

GAME OF THRONES ASCENT
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

SEKIRO: SHADOW DIE TWICE
[GAMEPLAY](#)

[LISTA DE MECÁNICAS](#)

TEORÍA DEL DISEÑO DE VIDEOJUEGOS

Teorías sobre la jugabilidad

https://es.wikiversity.org/wiki/Dise%C3%B1o_de_videojuegos/El_dise%C3%B1o_y_la_jugabilidad_en_videojuegos#Teor%C3%ADas_sobre_la_jugabilidad

Mecánicas, dinámicas y estética

[https://es.wikiversity.org/wiki/Dise%C3%B1o_de_videojuegos/El_dise%C3%B1o_y_la_jugabilidad_en_videojuegos#MDA_\(Mechanics,_Dynamics_&_Aesthetics\)](https://es.wikiversity.org/wiki/Dise%C3%B1o_de_videojuegos/El_dise%C3%B1o_y_la_jugabilidad_en_videojuegos#MDA_(Mechanics,_Dynamics_&_Aesthetics))

Teoría del videojuego y Minecraft

<https://gamedev.net/tutorials/game-design/game-design-and-theory/game-theory-and-minecraft-r3329/>

ELEMENTOS BÁSICOS DEL VIDEOJUEGO.

Algoritmos, actividad del jugador, interfaz y gráficos.

Narratología, teorías de la representación y ludología

TEORÍA DE LA PROGRAMACIÓN

Biblia de conceptos

<http://theoryofprogramming.com/>

A practical Theory of Programming

<http://www.cs.toronto.edu/~hehner/aPToP/aPToP.pdf>

Teoría de los lenguajes de programación

https://en.wikiversity.org/wiki/Theory_of_Programming_Languages

Qué es un algoritmo?

<https://es.wikipedia.org/wiki/Algoritmo>

Qué es un algoritmo II La venganza del Algoritmo

https://retina.elpais.com/retina/2018/03/22/tendencias/1521745909_941081.html

Qué es un algoritmo III Ahora es personal

<https://concepto.de/algoritmo-en-informatica/>

Qué es un Algoritmo IV La resurrección del Algoritmo

<https://www.significados.com/algoritmo/>

QUÉ LENGUAJE DE PROGRAMACIÓN ESCOGER

REFERENTES DE LA INDUSTRIA LOCAL (COLOMBIA)

GAME DESIGN DOCUMENT (GDD)

LA FINCA

4:00 A.M.