
Subject: Re: How to FAIL to make a Game on the Apple IIgs
Posted by [6502_workshop](#) on Sat, 25 Jun 2016 14:26:46 GMT
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The OP Sounds like great advice, and lots of other good comments as well.

I particularly appreciate the points about the mid project crisis and solving the technical challenges first. I made several attempts at writing games in the 1980s and never came close to finishing any because I kept starting over with better techniques. Looking back at it, in reality I was unconsciously going through an extensive exercise of learning Apple II game programming techniques, and didn't know nearly enough to finish anything. But, I was frustrated because I didn't see it that way at the time. A great way to figure out if you are "ready", I think it to follow the advice in the OP about solving the key technical challenges first. Keep doing that until not only they are solved but they are solved in a way that you feel good about, which will reduce the temptation to start over. Then make a game from the toolbox you create.

I'm working on a new Apple II RPG right now (Nox Archaist) in assembly, my first attempt since the 1980s and it is going very well using this approach. The game engine currently has a fully functional tile based map, MOB sprites that randomly generate and attack the player, transport objects like boats and horses with special features, enterable towns with NPCs operating on schedules, etc. Even at this point, I haven't done much work on the storyline, or the detailed gameplay mechanics. Once the game engine is fully build out with the framework of a combat system, dungeons, inventory system, magic system, merchant transition system, etc, then I'll start to design the gameplay mechanics and storyline. This will require a little refining of the engine but I've designed it in a modular nature so it shouldn't be too bad and by taking this approach I hope to avoid coding myself into a corner, so to speak.
