
Subject: Re: How to FAIL to make a Game on the Apple IIgs
Posted by [AppleII GSMarc](#) on Wed, 08 Oct 2014 17:36:26 GMT
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Another suggestion I have is to resist the temptation to get overly ambitious on your first title. Try to start with a relatively simple game and see it all the way through to completion. It will almost certainly take longer than you think and the experience you gain from it will be very helpful when determining the scope of your next project. I can't tell you the number of times I've see a new game developer set out to create the next Ultima or Skyrim without ever having made a game before and then abandoning the project halfway through after realizing just how much work is involved.
