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Subject: Re: How to FAIL to make a Game on the Apple IIgs

Posted by [blondie7575](#) on Wed, 08 Oct 2014 23:32:15 GMT

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Yes, great advice. If you've never written a complete game before, it's very easy to underestimate how much work it is. The last 20% takes 80% of the time. Debugging edge cases, polishing animations, sound, menus, etc. Testing on all the different hardware in various situations, etc. It's surprisingly time consuming.

When starting a new game, I generally set out to make the absolute smallest design I can that achieves the idea. Try to isolate a single gameplay mechanic, and implement that. Think Flappy Bird, not Super Mario Bros. You can always add to it later if you finish and still have motivation. This is also true to the spirit of retrogaming. Most retro action games are so-called "one-mechanic" games, along the lines of modern casual equivalents like Flappy Bird, Flight Control, or Angry Birds.

I also recommend steering away from level-based games. Making maps and levels is an extra pile of work on top of everything else. Make it a one-screen game, if you can. If you must have progression of some sort, consider procedural content such as Roguelikes. Procedural content engines also happen to be fun to write (although still considerably more work than a one-screen game). Level-based or map-based games also usually need more tools (map editors and such). By the time you get all the tools written, you'll have lost interest in making the game.