"Orteil Idle Game Maker Script Generator" User Guide

This document guides you on how to use the application "Orteil Idle Game Maker Script Generator" to minimize the amount of work needed to be done when writing a game using Orteil Idle Game Maker.

1. Open the file "orteil_idle_game_maker_script_generator.exe" by going to the folder where the file is saved in after you downloaded it. Below shows how the file icon looks like (see the file circled in red).

2. Below shows what is initially shown when you have double clicked the application. The text in black is the path to the executable file (which might be different in your PC).

3. If you enter anything besides 'Y' when you are asked something like in the screenshot above, you will quit the application.

4. If you enter 'Y', you will be asked to input the name of the game you want to create, your name, number of resources in your game, number of buildings in your game, and the number of seconds needed for a building in the game to pay for itself.

5. Next, the program will write the generated Orteil Idle Game Maker script to a text file with the name "[name of game].txt" where "[name of game]" depends on the name of the game which you input.

6. You will be asked something like in the screenshot below step 2. As mentioned before, entering anything besides 'Y' will quit the application. Entering 'Y' will make the program ask you to give inputs regarding another game you want to create.

7. Have fun in editing your Orteil Idle Game Maker scripts in the files with format "[name of game].txt".