RESOURCES FOR JAMMERS

NB:文件由 Ciro Continisio(GGJ Rome)创建并所有，如果你有其他好的链接推荐，请申请在 Google Drive 的编辑权限。这里的大多资源都是免费的，有些需要付费去获取额外的功能

<mark>(请**注意此文件已经持**续**几年，可能有部分**资**源失效**或者过气)</mark>

目录

工具

Modeling - http://blender.org
Open Source Tool for Storytelling - http://twinery.org/
Openframeworks - C++ toolkit - http://www.openframeworks.cc/
Color Scheme Designer - http://colorschemedesigner.com/
Sound editing - http://audacity.sf.net/
Music - http://lmms.sf.net/

矢量/标量图形 & 2D 图形

GIMP / FOSS Photoshop - http://gimp.org ,
Get Paint : http://www.getpaint.net/
2D Tile Map Editor - http://www.mapeditor.org/
Texture Packer - http://www.codeandweb.com/texturepacker
Color Oracle - Color blindness testing - http://colororacle.org
Inkscape - SVG Vector drawing tool- http://inkscape.org/
Aseprite - http://www.aseprite.org/
Pixlr - http://pixlr.com/editor/

源代码管理

Mercurial SCM (software only) - http://mercurial.selenic.com
Git (software only) - http://git-scm.com
GitHub (software and hosting) - https://github.com
Bitbucket (mercurial and git, hosting only) - https://bitbucket.org
Sourcetree (nice visual gui software for git and mercurial): http://www.sourcetreeapp.com/
GitExtensions (similar to Sourcetree, but all FOSS): https://code.google.com/p/gitextensions/

集成开发环境

Eclipse - http://www.eclipse.org/
Visual Studio Express - http://www.visualstudio.com/products/visual-studio-express-vs
Monodevelop - http://monodevelop.com/
IntelliJ - http://www.jetbrains.com/idea/
Komodo Edit - http://www.activestate.com/komodo-edit

引擎

Unity 3D - http://unity3d.com
Unreal Development Kit - http://unrealengine.com/udk
Cry Engine SDK - http://cryengine.com
GameMaker - http://yoyogames.com
GameSalad - http://gamesalad.com

Construct 2 - https://www.scirra.com/construct2
Stencyl - http://www.stencyl.com/
Ren'Py - http://www.renpy.org/
IRRLicht - http://irrlicht.sourceforge.net/
Project Anarchy - http://www.projectanarchy.com/
Love2D - https://love2d.org/
Gamesonomy - http://www.gamesonomy.com/

音乐音效

Irrklang - http://www.ambiera.com/irrklang/
Sound Effects - http://bfxr.net
Audacity - Audio / Recording / Music - http://audacity.sourceforge.net/
Procedural Music - http://abundant-music.com (Needs a Midi Renderer)
SynthFont - http://www.synthfont.com (Midi Renderer)
GXSCC - http://www.geocities.co.jp/SiliconValley-SanJose/8700/P/GsorigE.htm (Midi Renderer)
Chip Tune Creator - http://www.beepbox.co
Milkytracker - http://www.milkytracker.org

HTML5 / Javascript

Listing - http://html5gameengine.com/
Game Closure - http://www.gameclosure.com/
Canvas Engine - http://canvasengine.net/
List of HTML5 / Javascript engines http://html5gameengine.com/
CreateJS (HTML5/Javascript libraries - preloading, audio, canvas, tween) -
http://createjs.com/#!/CreateJS
Box2D (javascript 2d physics library) - http://box2d-js.sourceforge.net/
Javascript 3D toolkit: http://jerometienne.github.io/tquery/
Phase - http://phaser.io/
Cocos2D HTML5 - http://www.cocos2d-x.org/download
h5 游戏引擎，egret，http://www.egret.com ，
专业的骨骼动画工具 DragonBonesPro，http://www.egret.com/products-dragonbones
不用代码做游戏的编辑器：lakeshore http://www.egret.com/products-lakeshore

Frameworks

XNA (C#) - http://www.microsoft.com/en-us/download/details.aspx?id=23714
MonoGame (Open source version of XNA, actively maintained) - http://monogame.net/
Processing (Java) - http://processing.org/
Ogre3D (3D rendering engine) - http://www.ogre3d.org/
OpenFL (Flash-like crossplatform API) - http://www.openfl.org/
Box2D (2d physics library) - http://box2d.org/
Flixel (Flash) - http://flixel.org/
SDL (cross platform API for C/C++) - http://www.libsdl.org/index.php

资源集成

Everything - http://opengameart.org - most models in Blender format

3D 模型

3D Models - http://turboSquid.com   http://www.blendswap.com/
3D Models, Textures - https://www.assetstore.unity3d.com

材质 / 2D 美术

Textures - http://www.cgtextures.com
Textures - http://www.openfootage.net
2D sprites and Flash backgrounds - http://glitchthegame.com/public-domain-game-art/
2D art: http://lunar.lostgarden.com/labels/free%20game%20graphics.html
2D art list - http://bit.ly/18avkmQ

音乐音效

Music (and graph paper!!) - http://incompetech.com
Music - http://www.newgrounds.com/audio
Sound Effects - http://freesfx.co.uk
Sound Effects - http://soundbible.com
Sound Effects - http://freesound.org/
The Open Bundle (Music, 2D assets) - http://open.commonly.cc/

字体

Fonts - http://www.1001freefonts.com
Fonts - http://www.fontriver.com
Fonts - http://www.1001fonts.com
Fonts - http://www.fontsquirrel.com
Fonts - http://www.iconian.com
Google Fonts - http://www.google.com/fonts
Da Font - http://dafont.com/

SDKs

Made with Marmalade: https://www.madewithmarmalade.com/
Appcelerator: http://www.appcelerator.com/developers/

桌游工具

Board game tools - http://www.rptools.net/
FabLab tools - http://fab.cba.mit.edu/content/tools/

进度管理工具

图形版

Trello project management, general bucket list, collect screenshots, vote on features
Murally is a pinboard that connects to google drive and evernote
Realtime Board pinboard
Mindmeister mindmapping
Lucidchart, Cacoo for diagrams and flow charts

文字版

Collabedit is a text editor / chat hybrid with simple syntax highlighting, easy to share
Workflowy - Collaborative list editor, useful for organizing tasks into lists and prioritize them
Editorially is a versioned, collaborative markdown text editor that has nice export formats
Fargo is a nice outliner / notepad

其他

Procedural terrain tool for Unity3D: http://code.google.com/p/unityterraintoolkit/downloads/list
PixelProspector's gamedev big lists: http://www.pixelprospector.com/indie-resources/
Screenr web based screen recorder
JSFiddle colaborative tool for web projects
Github Gists collection of useful scripts