



development



What doth we need  
for such a creation?  
Why, just hands  
a brain,  
and a work station.

and a \$650 pc,

hours of time,

internet access, no life, and nothing better to do.



does that  
sound like you?

Of course it does, why else would you be here?

now let's begin

here are a few basics

Games are often made of just a few ingredients:

**Variables** ----->

```
int = integer  
float = decimal  
number  
bool = true or false  
string = "text"
```

```
int drugs;  
bool isBored;  
float playerMood;  
int hoursInDay = 24;
```

**Methods** ----->

```
nameOfMethod(){  
  
Do A Thing;  
}
```

```
void DoDrugs()  
{  
    drugs = drugs - 1;  
    playerMood = playerMood + 2.5f  
    hoursInDay = hoursInDay - 1;  
}
```

**If statements** ----->

```
if(conditions met)  
{do this}
```

```
if (isBored = true && drugs > 0)  
{  
    for (int i = 0; i < hoursInDay; i++)  
    {  
        DoDrugs();  
    }  
}
```

**Loops** ----->

```
(while condition true)  
{repeat this}
```



put these things together!

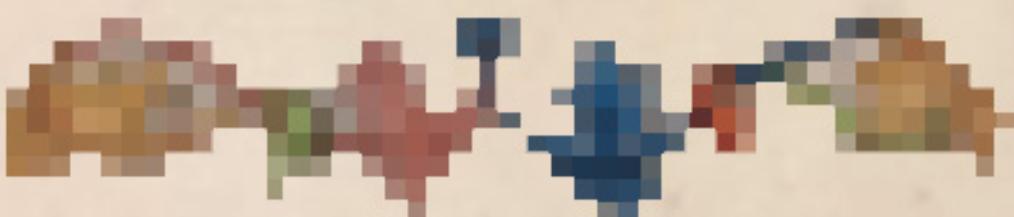
don't put your clever brain to waste.

all it takes is patience!

and maybe a bit of copy and paste.

well, quite a lot of it honestly...

yeah its mostly copy and pasting





copy



paste



Life can take quite the toll!

The game developer plays a special role!

create a world made of ones and zeros,

and make one feel like that world's hero,

the stakes of which only reside in the mind of the player.

while the real world decays, layer by layer.



ont fret!

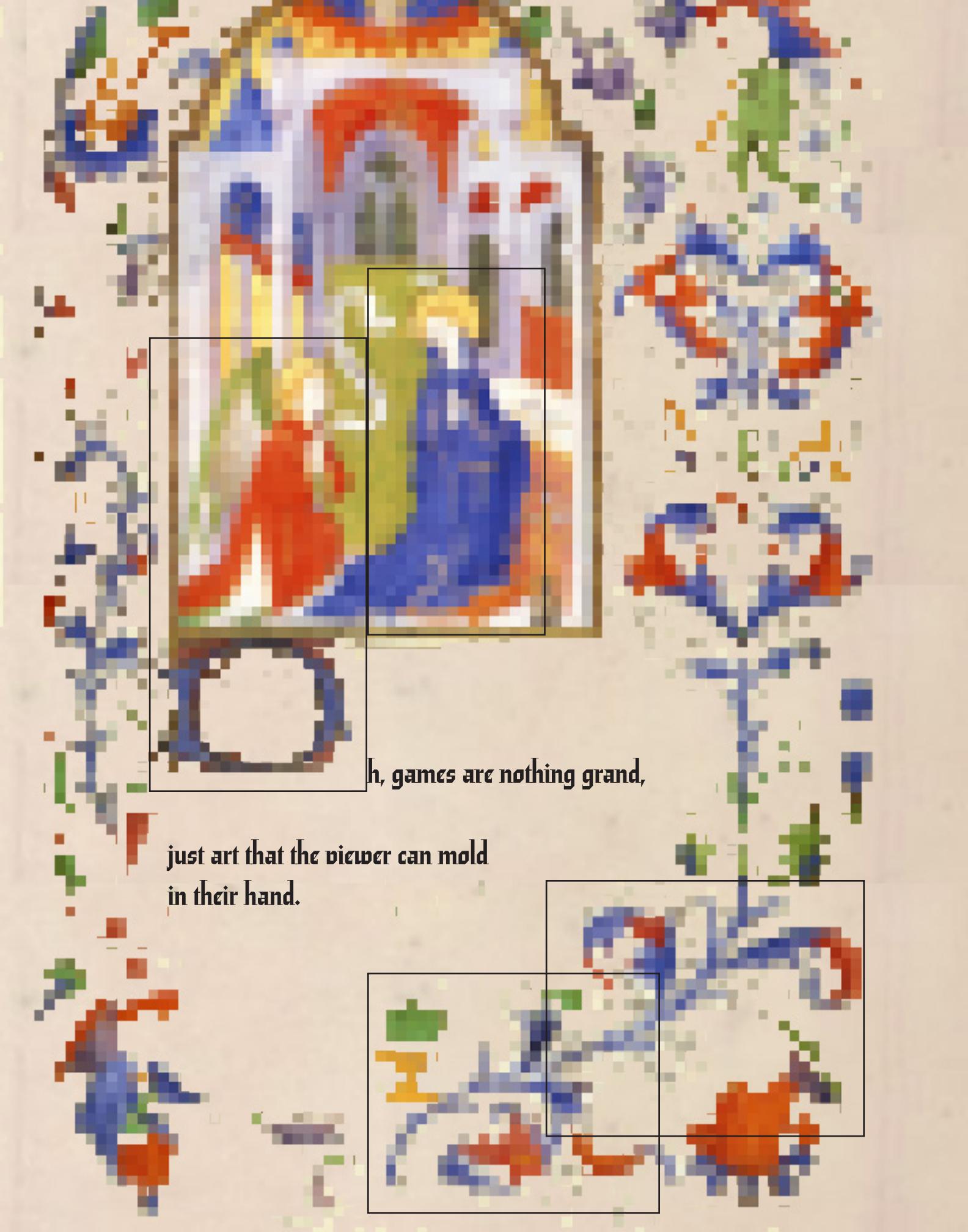
it is only one among may distractions

games can inspire love and compassion!

they build friendships and ties!

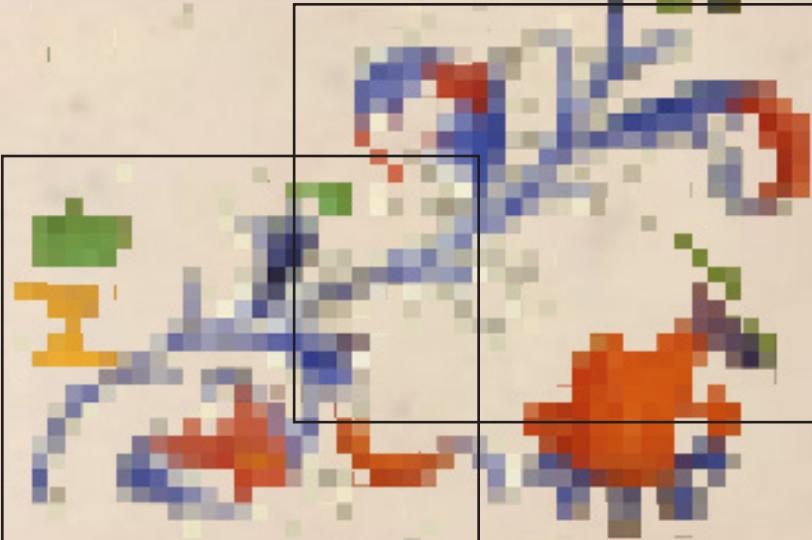
they gather as much as they atomize.

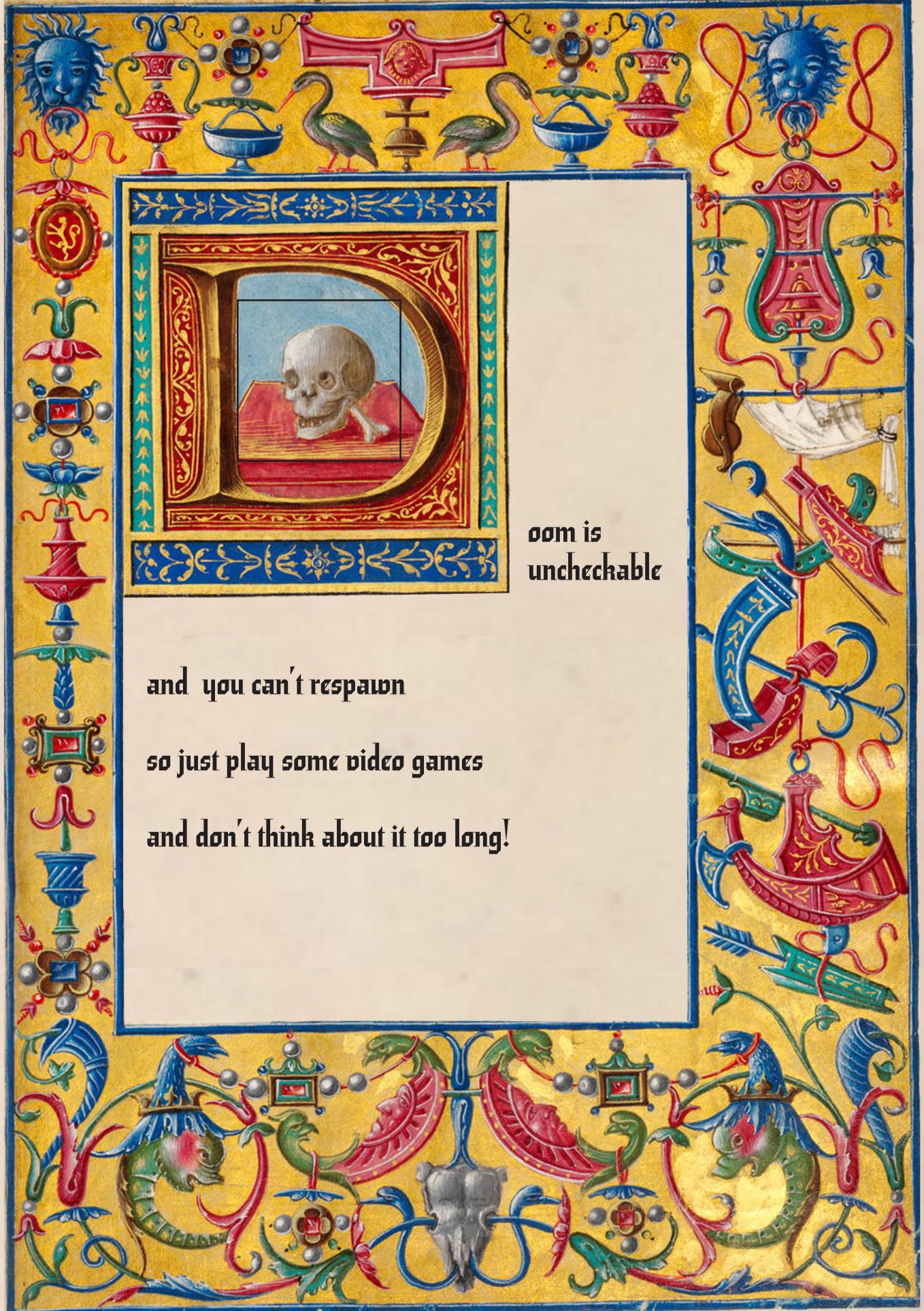




*h, games are nothing grand,*

*just art that the viewer can mold  
in their hand.*





oof is  
uncheckedable

and you can't respawn  
so just play some video games  
and don't think about it too long!

