

Mint Pitassy

Professor Michael Cassens

Fundamentals of Unity

09/02/2025

This week, I created a simple game using a helpful tutorial on YouTube by Gamemaker on how to make an RPG. The objective of the game is to kill all the enemies and gain as much experience while talking to NPCs on the side. Players can move up and down using the WASD keys, and use the space key to either talk to NPCs or kill enemies. Game restarts when you kill all the enemies, or die to them, showing how the game is a never-ending hell cycle.

I found it eye-opening how quickly and easily I could implement simple RPG elements into GameMaker. I know *Undertale* was made using the same software, and honestly, I felt right at home following the tutorial and struggled very little with it. The tutorial was incredibly user-friendly, and I feel a LOT more confident in starting my own game using this or similar software. I will say, getting Gamemaker to run the game was challenging. I had no idea it was so finicky regarding playtesting and appropriate file names. I struggled with that at first, but overall I found the process to be easy.

If given more time, I would have loved to implement more music, sound, and art assets. I had a really busy and hectic weekend with work, and I would have loved to add even more of a personal touch to the project, but alas, we have to cut our losses and move on sometimes. I am looking forward to continuing my idea, and now that I understand how to put the pieces together a lot better, I'm even more confident I can create something cool at the end of the semester!