



# SOLO DEVELOPER



Maybe you don't like group work. Maybe you are just too skilled to be distracted with communicating with humans. Maybe you are shy. We commend you for diving in solo.



## Useful Resources for Solo Developer



### Game Designer

- Twine - [twinery.org](http://twinery.org)
  - Interactive tool for telling non-linear stories. Great for building out interactivity maps!
- Game Design Doc Tutorial - <https://gamedevacademy.org/game-design-tutorial/>

### Game Engine Tutorials

- [Unity learn](http://learn.unity.com) - [learn.unity.com](http://learn.unity.com)
  - Tons of projects to pick from. Talk to a Library staff member if you need help selecting a good project.
- [Godot documentation](http://godotengine.org/) - [godotengine.org/](http://godotengine.org/)

### Level-up League sessions

In-person

Wednesdays @ 3:30  
Bizzell III118

Online

Tuesdays @ 3 | Register at  
[libcal.ou.edu](http://libcal.ou.edu) for link

# Solo Developer Weekly Goals

Every week is wildcard.

Check-in with a University Libraries' Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points)
Week 1: Decide on game specifics (2D/3D, genre, title at minimum)				
Week 2: Demonstrate progress				
Week 3: Complete an asset				
Week 4: Complete a game mechanic				
Week 5: Wireframe UI				
Week 6: Implement wireframe from last week				
Week 7: Select any week from any role sheet				
Week 8: Select any week from any role sheet				
Week 9: Select any week from any role sheet				
Week 10: Select any week from project manager or coder role sheets				
Week 11: Complete build				