



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



Helpful Links

- [Twine](https://twinery.org) - 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/) - <https://gamedevacademy.org/game-design-tutorial/>
- [Unity learn](https://learn.unity.com) - 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](https://godotengine.org/) - godotengine.org/
- [Level Up League Role Sheets](https://github.com/OUETL/LevelUpLeague/) - <https://github.com/OUETL/LevelUpLeague/>

Level-up League sessions

In-person

Wednesdays @ 3:30
Bizzell III118

Online

Tuesdays @ 3 | Register at
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: Check in with a role advisor to select any weekly task				
Week 8: Check in with a role advisor to select any weekly task				
Week 9: Check in with a role advisor to select any weekly task				
Week 10: Check in with a role advisor to select any weekly task				
Week 11: Complete build				