About Game:

Let your creativity flourish as you take your first step towards game creation. Customise your game scene with a diverse set of Terrain, walls, enemies items and more as you bring your vision to life.

Meet your maker is a no code game editor that aims to introduce people to the process of game design through its simple user interface and pre-coded game components. A complex Editor that simplifies the complexity on the user’s end.

The editor features a range of components coded using C++ and SFML, that accommodates user designed game layouts, testing and playthroughs. The user can even save their build data using YAML throughout the creation process and load their game for further editing at a later time.

BackGround and Motivation:

I’ve always wanted to share my passion for game creation with friends and family. A daunting prospect for many unfamiliar with the complexity that comes with modern gameplay programming.

Inspired by this idea, my aim was to create user friendly software that would remove the skill barrier needed to experience what it’s like to create your own game.

A further goal of mine was to create software that could be used to demonstrate the possibilities of game programming to aspiring developers and those considering an academic journey in Games design and programming.

With this in mind I wanted to create a versatile game editor with languages and libraries such as C++ YAML and SFML that budding developers would become familiar with within their first couple of years and beyond in an academic setting.

My overall motivation was to create a piece of software that could be used at open days and college career fairs to give potential students a flavour of what game design and development entails.

Research Questions :