

COUNTER SPELL GAME JAM

TALK

GAME DEVELOPMENT TIPS FOR NEW CREATORS

PREPARED BY:
RODRIGO BONZERR S. LOPEZ
PINTIG LARO GAMES
(INDIE GAME STUDIO)



START



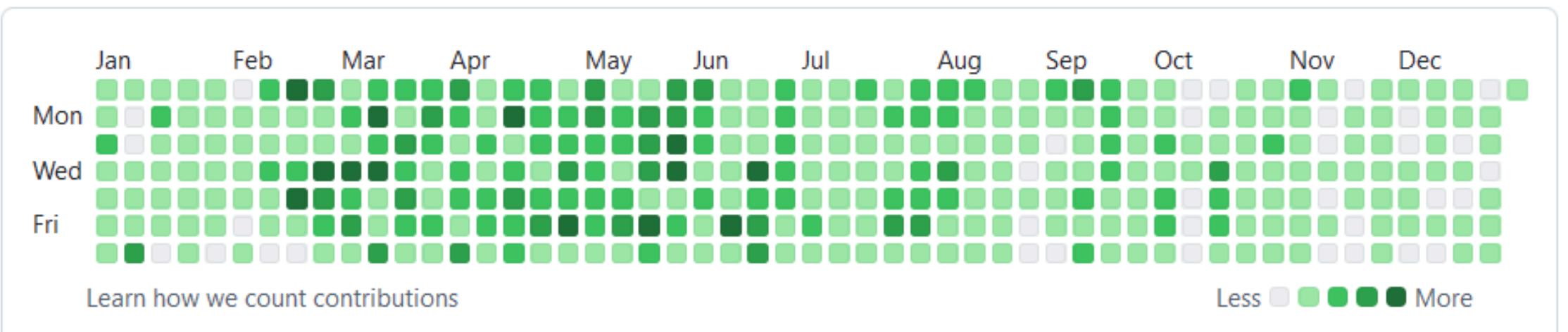
A pixel art landscape featuring a dark blue sky with white and light blue clouds. In the foreground, there are two small green trees with brown trunks on a green grassy ground. Behind them are two large, detailed trees with greyish-green trunks and green leaves. The background is a solid dark blue.

WHAT IS GAME
DEV FOR ME?



3,192 contributions in 2023

Contribution settings ▾



Eru Shido
July 18, 2023

**RESPETO LANG KAILANGAN,
KAIBIGAN KASANGGA**

NU Dasmariñas- National Service Training Program

NUD NSTP-CWTS BATCH SONG OFFICIAL LYRICS VIDEO

"PARA SA ATING LAHAT" is the NUD- NSTP Batch Song which will be used during the NUD NSTP-CWTS Recognition Ceremony on July 21, 2023. This original song was composed by Prof. Rodrigo Lopez, NSTP Faculty member of NU Manila and rearranged/ performed by Ms. Yona Labo, NUD NSTP-CWTS Completer under the program of BS Civil Engineering.





A pixel art landscape featuring a dark blue background with white clouds. Two large, detailed trees with green leaves and brown trunks stand on either side of the text. The ground is a layer of green grass over brown dirt. The text "GAME OVER AS" is on top, and "LIFESTYLE" is below it, both in a white, blocky font with a pink outline.

GAME OVER AS
LIFESTYLE



A pixel art landscape featuring two large trees with grey trunks and green leaves on either side of the text. The ground is a layer of green grass over brown dirt. In the background, there are three white clouds with blue outlines against a dark blue sky.

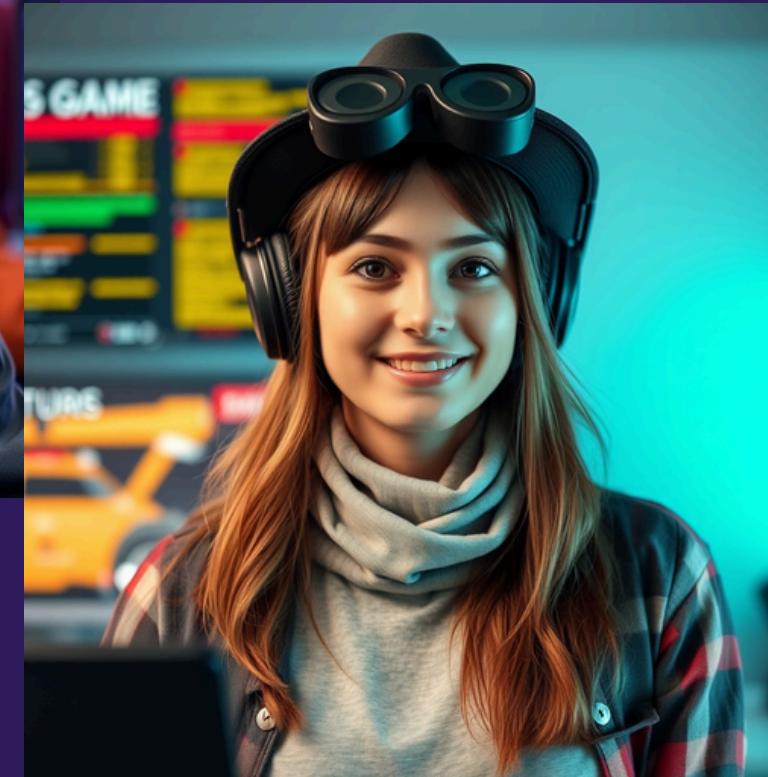
WHY GAME DEU FOR ME?

GAME OVER AS A

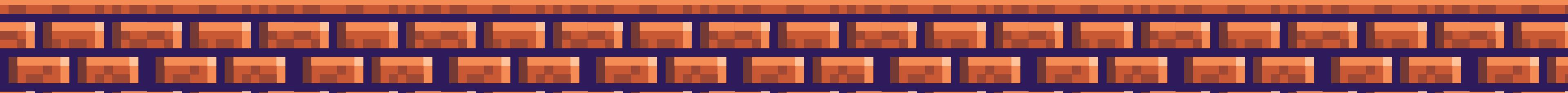
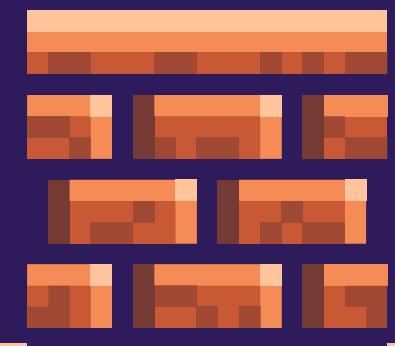
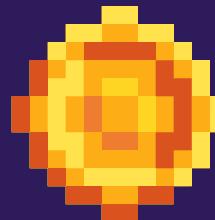
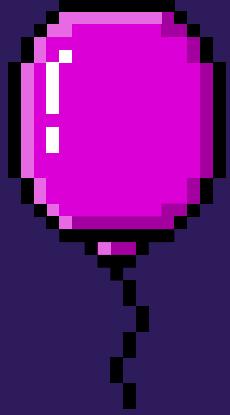
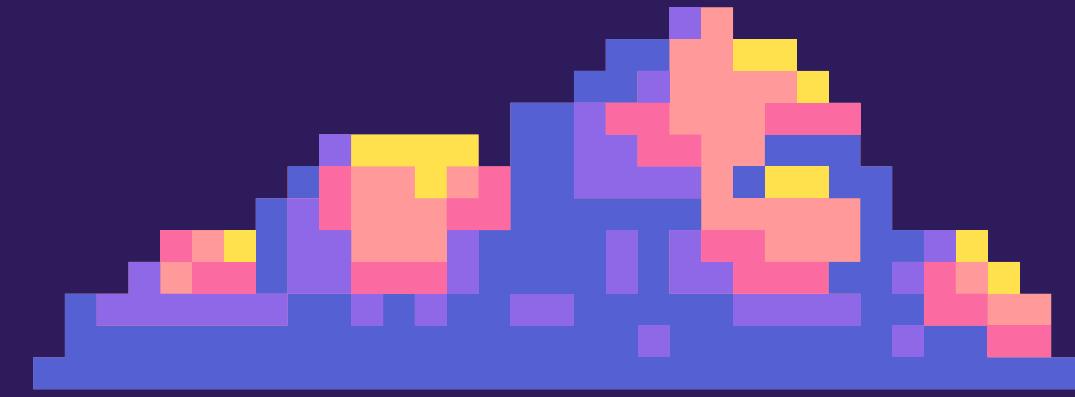
LIFETIME

PASSION



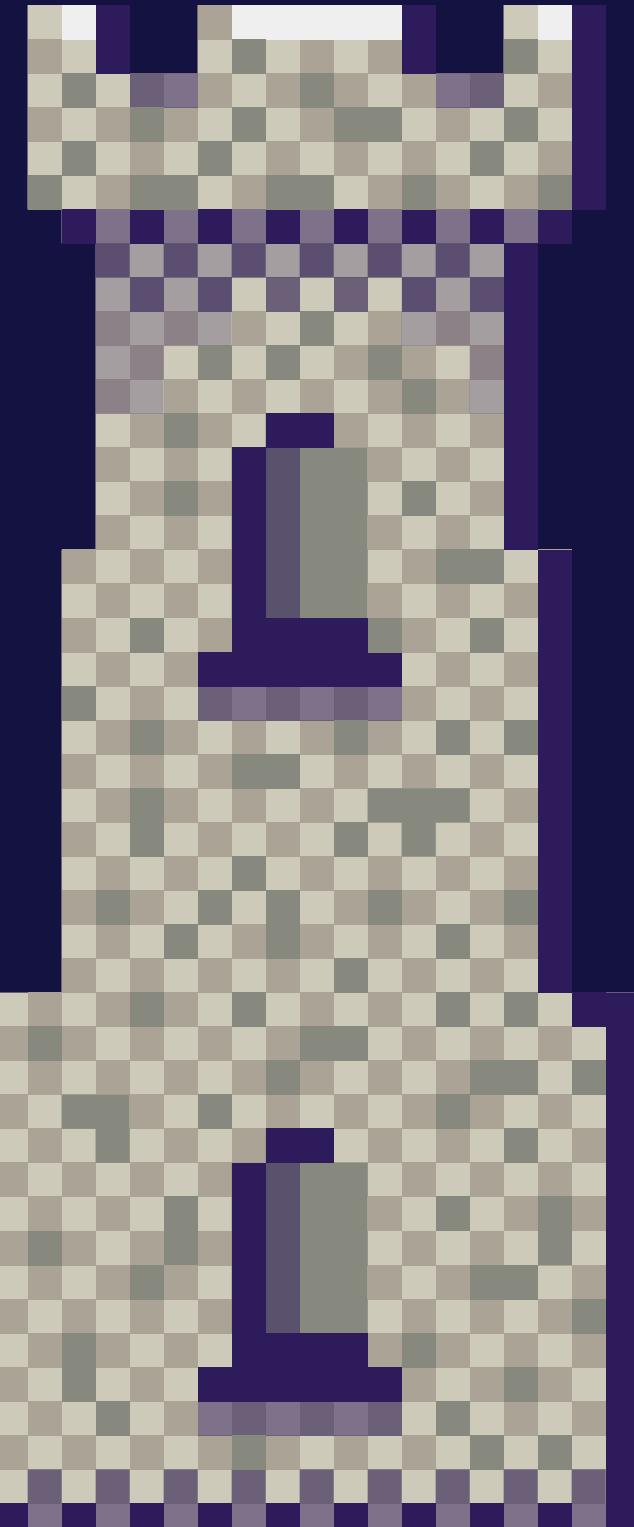


ON MY BUSINESS CARD, I AM A
CORPORATE PRESIDENT.
IN MY MIND, I AM A GAME
DEVELOPER.
BUT IN MY HEART, I AM A GAMER.
SATORU IWATA (NINTENDO)



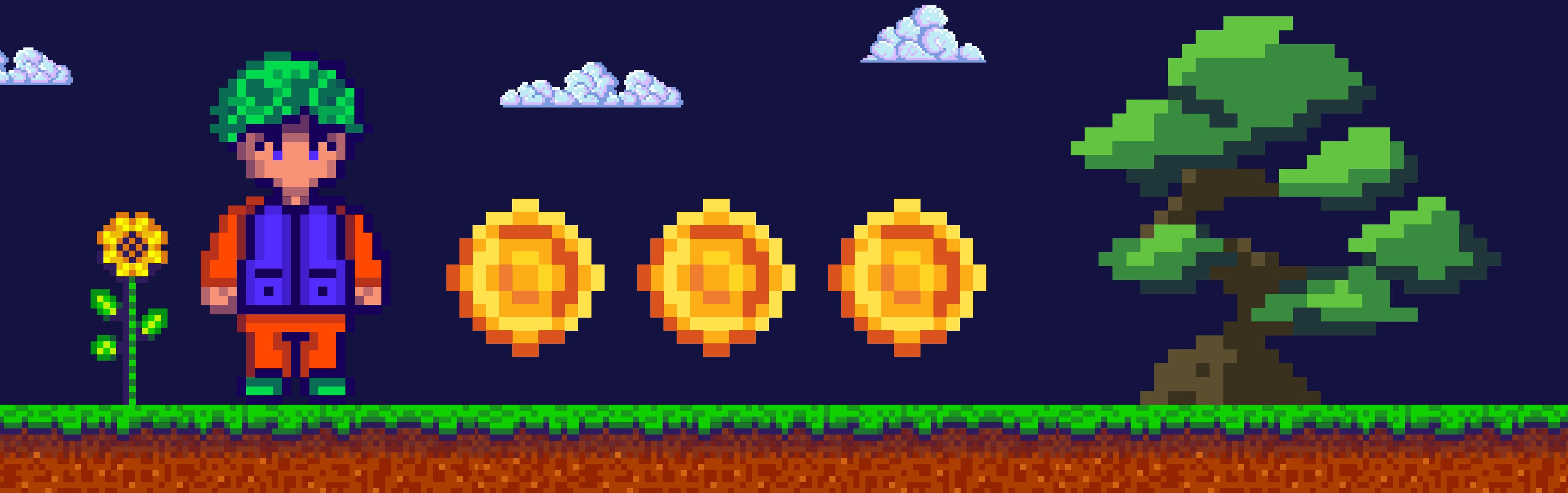


I LOVE TO PLAY
GAMES. NOW I
MAKE THEM -
ROD LOPEZ





“Education should learn from the positive side of gaming - reward, accomplishment, and fun” - Sebastian Thrun



PLAYER 1

HIGHSCORE 2500

PLAYER 2

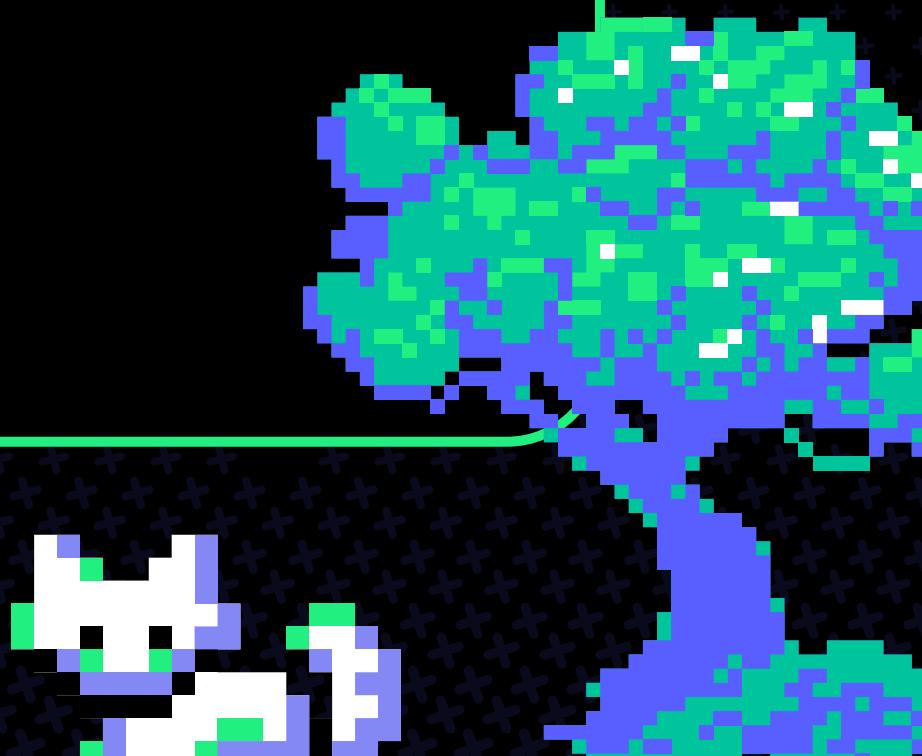
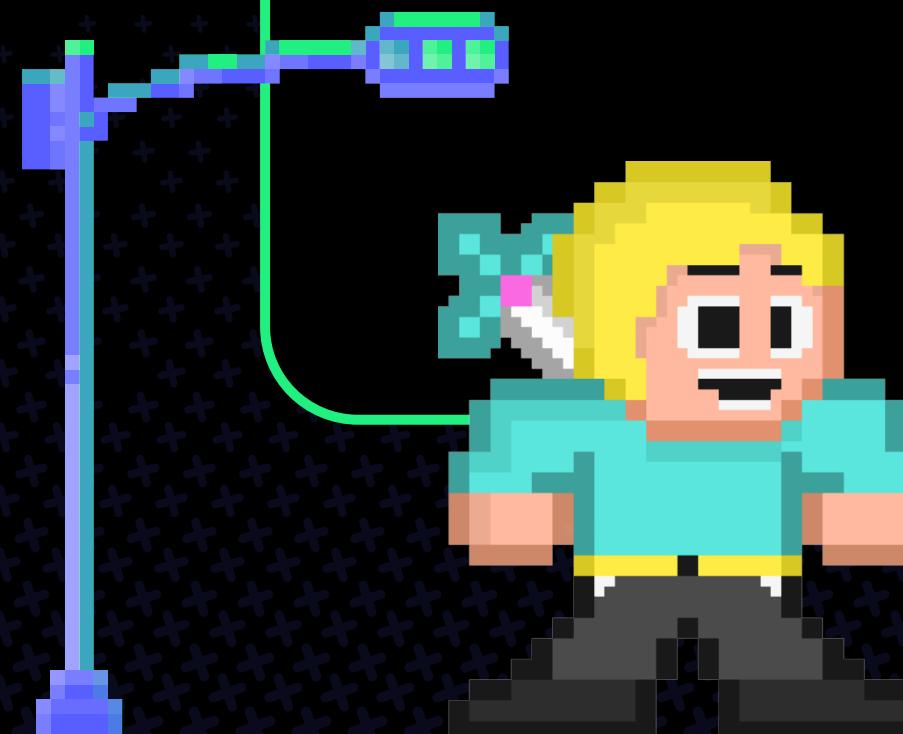
"I'M NOT A PLAYER I'M
A GAMER"

START

MENU

SIGN IN

◆ ADD A SHORT DESCRIPTION

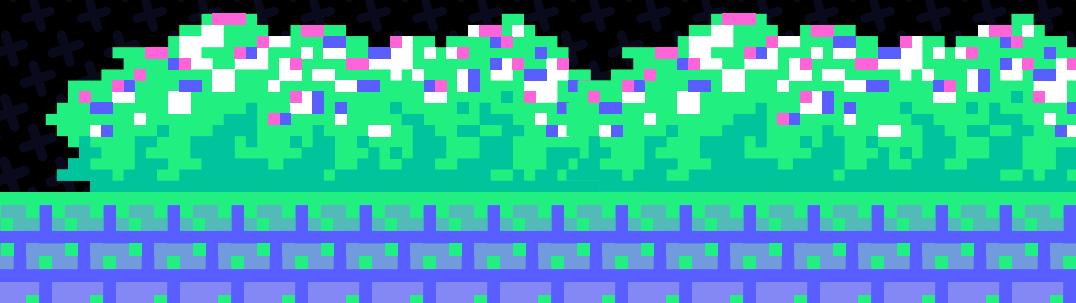
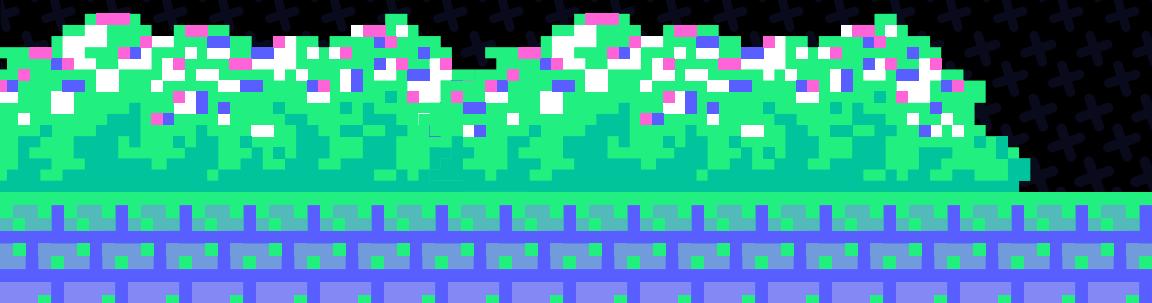


SIGN IN



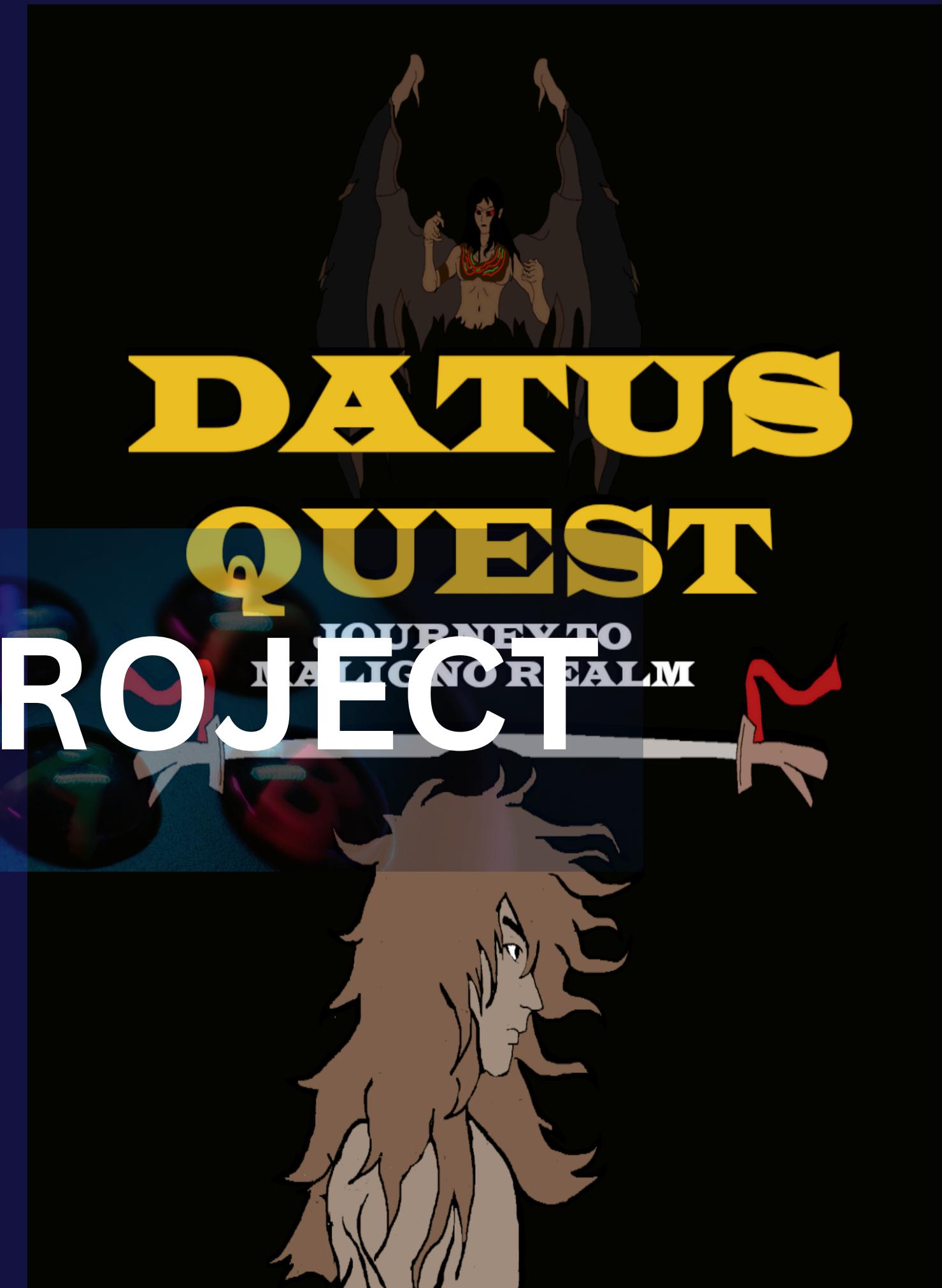
BACK TO AGENDA PAGE

PLAYERS GETS
CHICKS, GAMERS
GETS
ACHIEVEMENTS!!
- UNKNOWN AUTHOR





PASSION PROJECT





Datus Quest 31 days Game Dev Log



Share

Datu's Quest Day #31

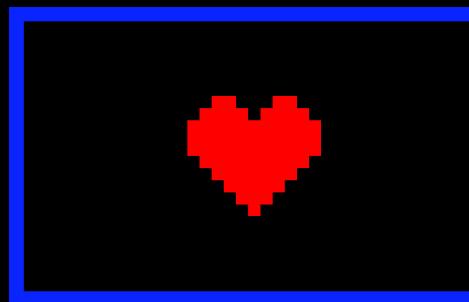
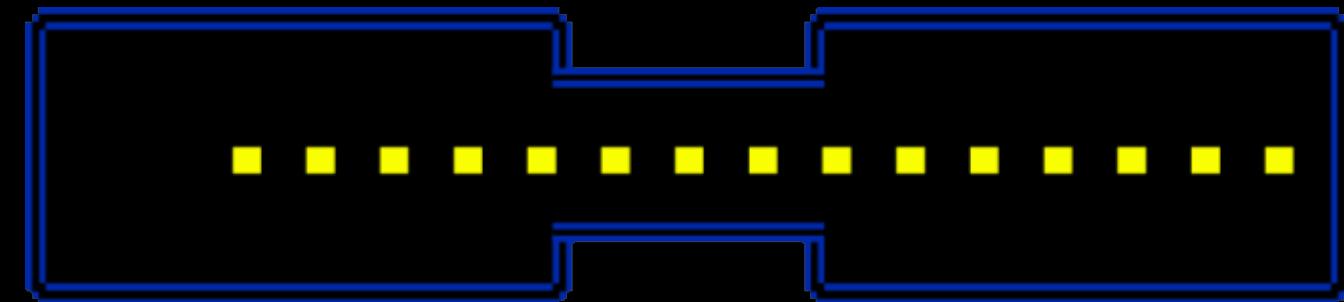
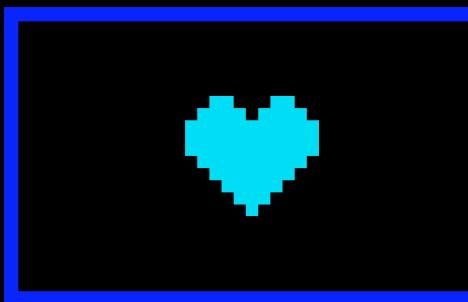
Month of May Wrap Up Dev Log



DEVLOG

Watch on YouTube

"YOU DON'T HAVE TO BE GREAT
TO START, BUT YOU NEED TO
START TO BE GREAT"



MENU

⚡ 01

♦ 07

★ 12



HOW TO GET STARTED?

◆ GETTING STARTED FOR
BEGINNERS



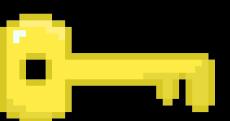
UNDERSTAND GAME
DEVELOPMENT BASICS

TOPIC 1



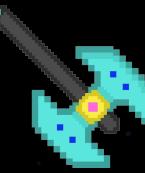
PICK A GAME
ENGINE

TOPIC 2



LEARN PROGRAMMING

TOPIC 3



EXPLORE ART AND SOUND
DESIGN

TOPIC 4



MENU

01

07

12



HOW TO GET STARTED?

◆ GETTING STARTED FOR
BEGINNERS



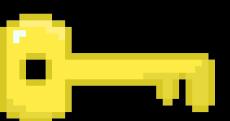
START WITH SMALL
PROJECTS

TOPIC 5



LEARN GAME ASSET
MANAGEMENT

TOPIC 6



WORK ON GAME MECHANICS

TOPIC 7



RELEASE AND GATHER
FEEDBACK

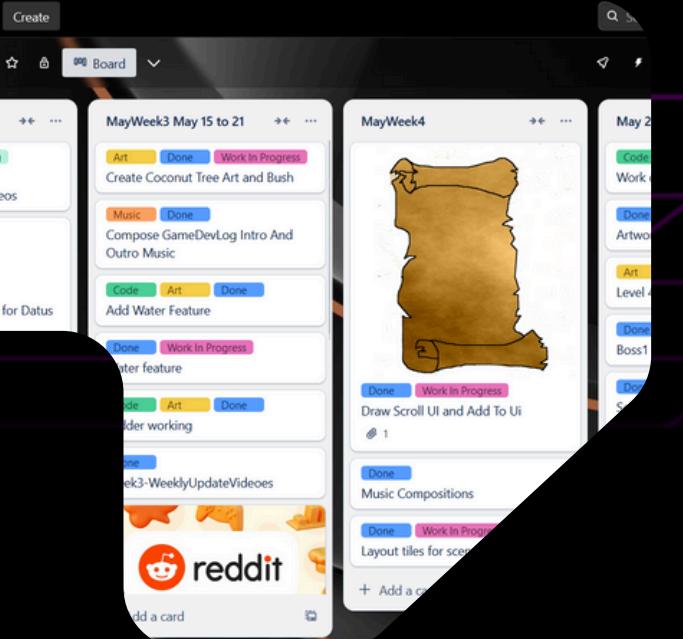
TOPIC 8



POSITIVE MINDSET

- Embrace a Growth Mindset
- Set Realistic Goals
- Stay organized and Stay Passionate
- Collaborate and Network
- Balance work and life
- Cultivate Problem-solving skills
- Iterate and prototype
- Stay inspired
- Celebrate small wins
- Be patient

The screenshot shows a news article from Game Developer magazine. The headline reads "Exclusive: Unity is killing its controversial Runtime Fee". The article discusses Unity's transition from a seat-based subscription model back to a per-project fee. Below the article, there's a large image of a dark, geometric 3D scene, the Unity logo, and a sidebar for AEJuice featuring a "Tools for Video Editors" bundle.





GROWTH MINDSET



REALISTIC GOAL





STAY ORGANIZED



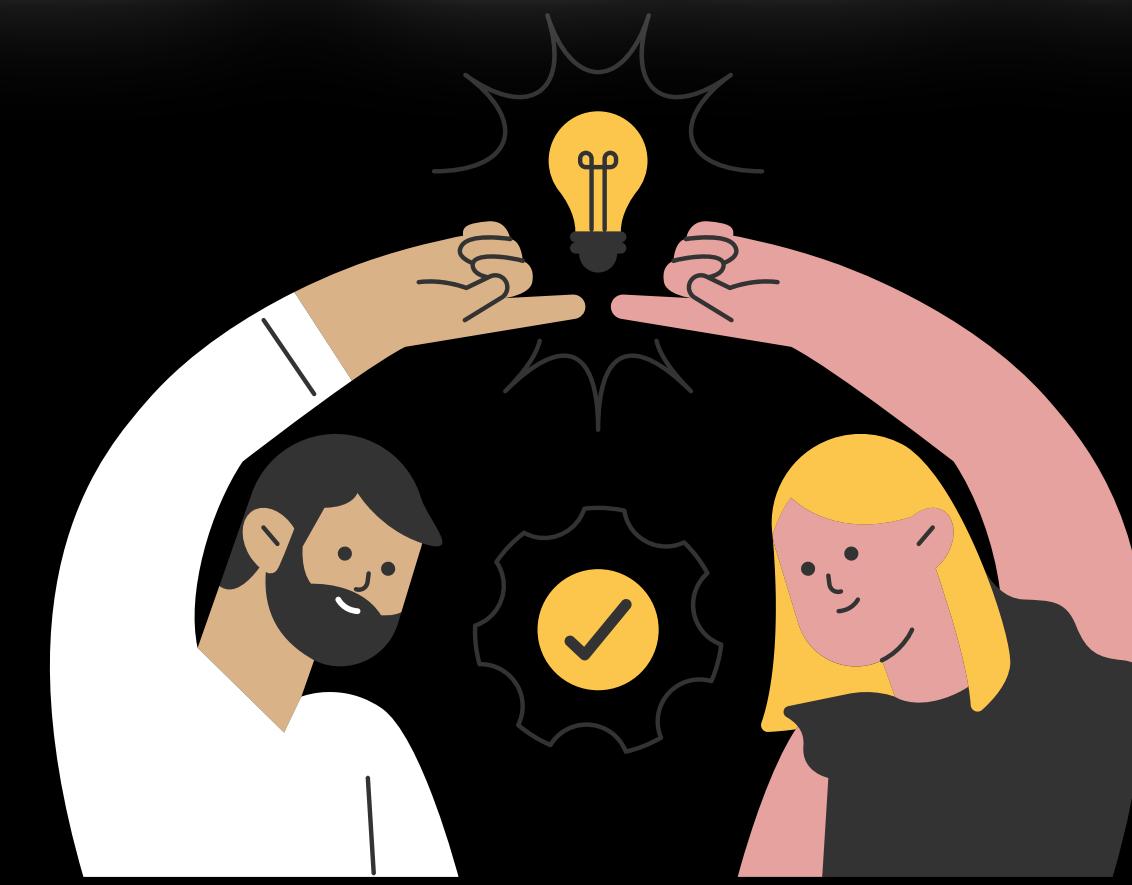


STAY PASSIONATE

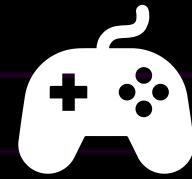




COLLABORATE



WORK AND LIFE



PROBLEM SOLVING SKILLS



ITERATE AND PROTOTYPE





STAY INSPIRED



The screenshot shows a web browser window with the URL <https://unity.com/blog/unity-is-canceling-the-runtime-fee>. The page header includes navigation links for Products, Solutions, Resources, Community, Learn, and Support, along with a 'PLANS AND PRICING' button. The main content area is titled 'NEWS' and features a large, bold headline: 'A message to our community: Unity is canceling the Runtime Fee'. Below the headline is a portrait of Matt Bromberg and his title: 'MATT BROMBERG / UNITY TECHNOLOGIES President and CEO of Unity'.

NEWS

A message to our community: Unity is canceling the Runtime Fee

MATT BROMBERG / UNITY TECHNOLOGIES
President and CEO of Unity



CELEBRATE THOSE SMALL WINS



CELEBRATE
small
WINS



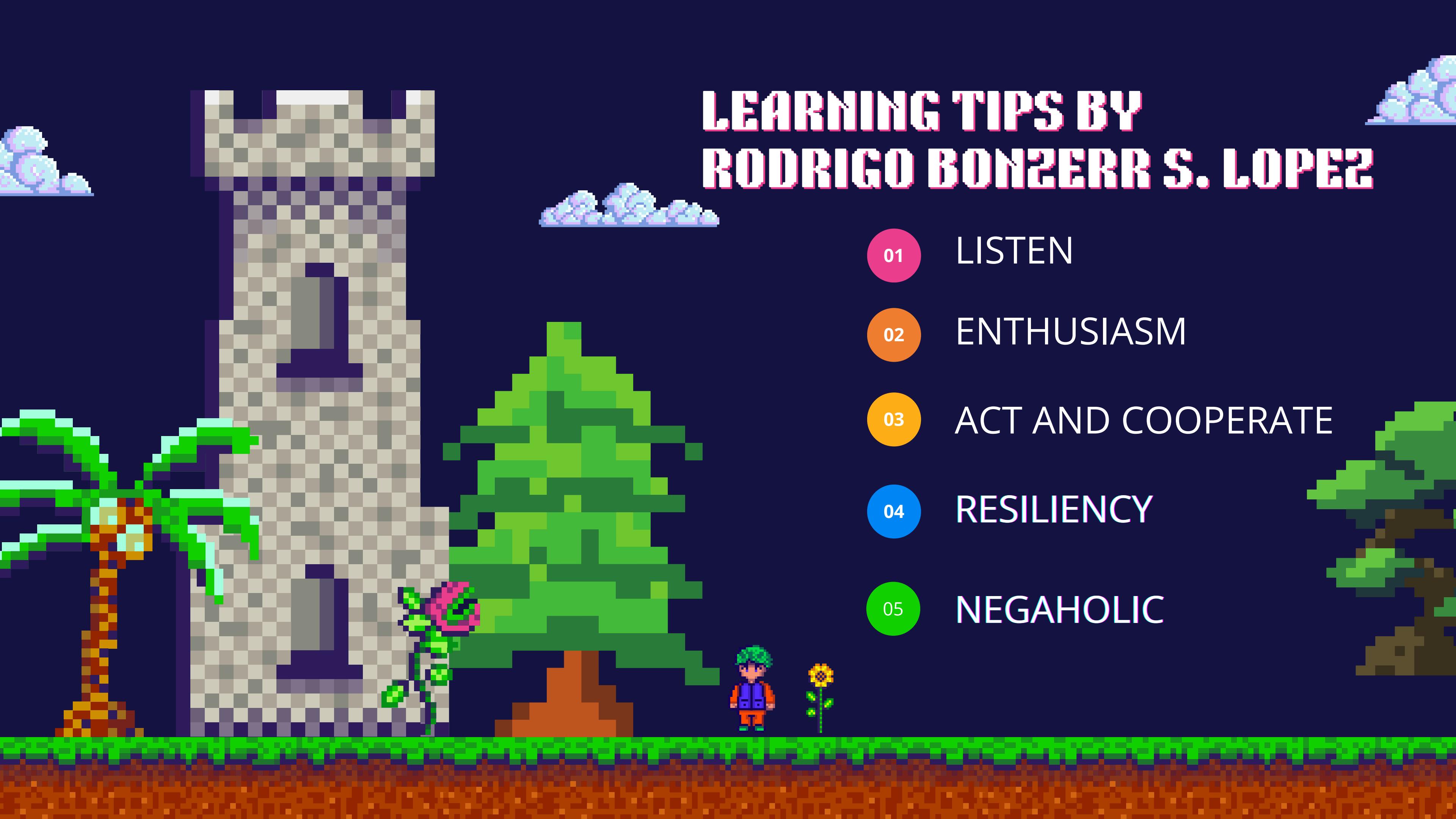
BE PATIENT

Patience

is a

VIRTUE

UNDERSTAND GAME DEVELOPMENT BASICS

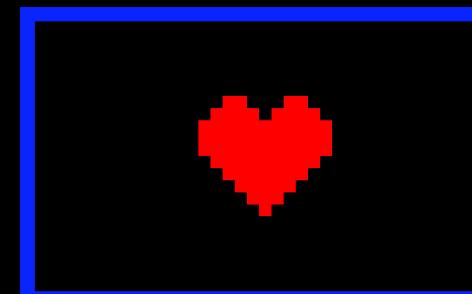
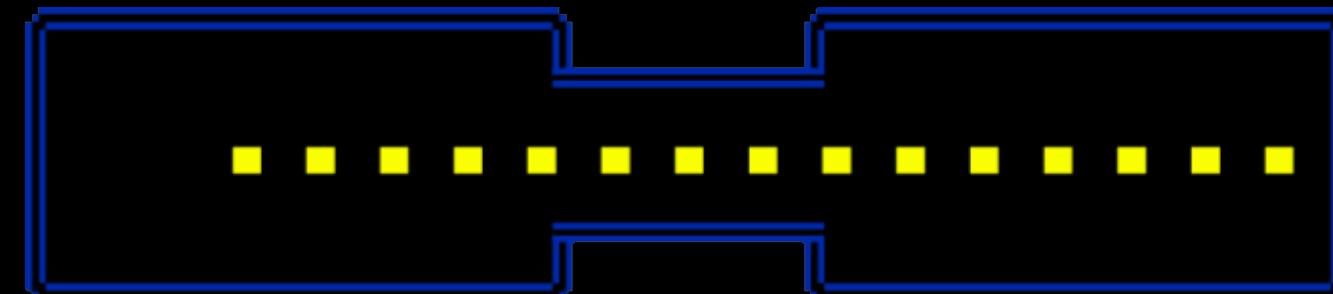
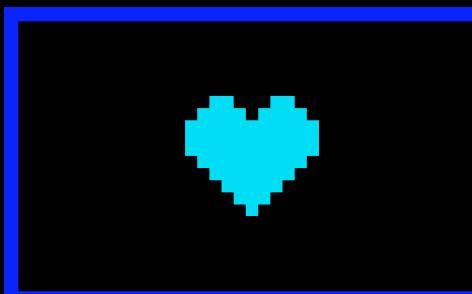


LEARNING TIPS BY RODRIGO BONZERR S. LOPEZ

- 01 LISTEN
- 02 ENTHUSIASM
- 03 ACT AND COOPERATE
- 04 RESILIENCY
- 05 NEGAHOLIC

GENERAL POINTS

1. ANYONE CAN MAKE A VIDEO GAME.
2. MAKING VIDEO GAMES CAN BE BOTH FRUSTRATING AND A REWARDING ACTIVITY.
3. THERE IS NO 'ONE' OR 'BEST' WAY TO MAKE A VIDEO GAME.

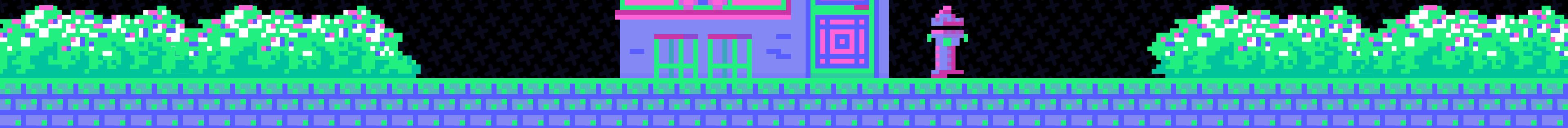


SIGN IN



BACK TO AGENDA PAGE

PICK A GAME ENGINE





Robo-Explorer

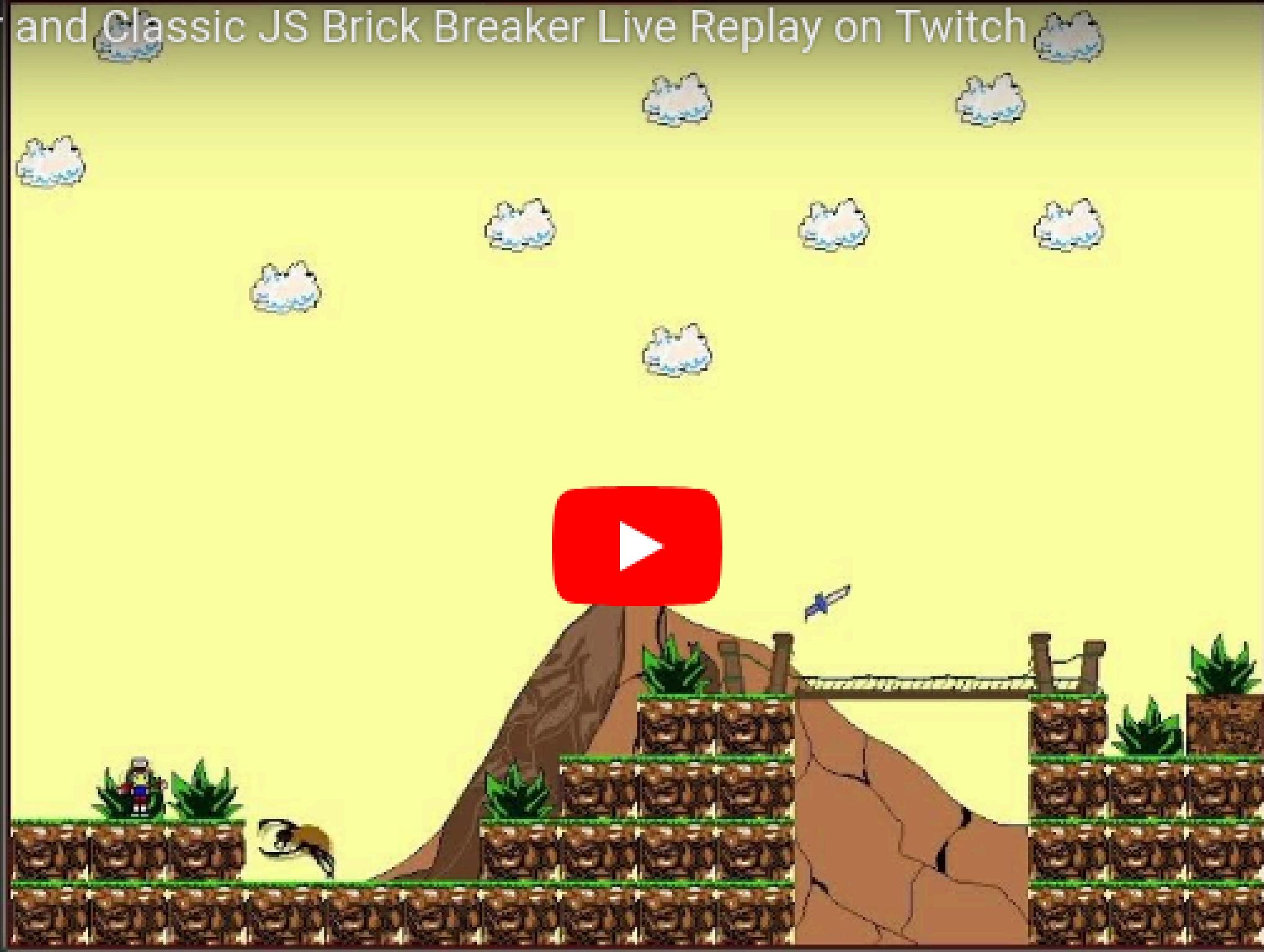
Action

[Play in browser](#)

 TERRAFINDIA FOREST 100% 100%

Robo-Explorer and Classic JS Brick Breaker Live Replay on Twitch

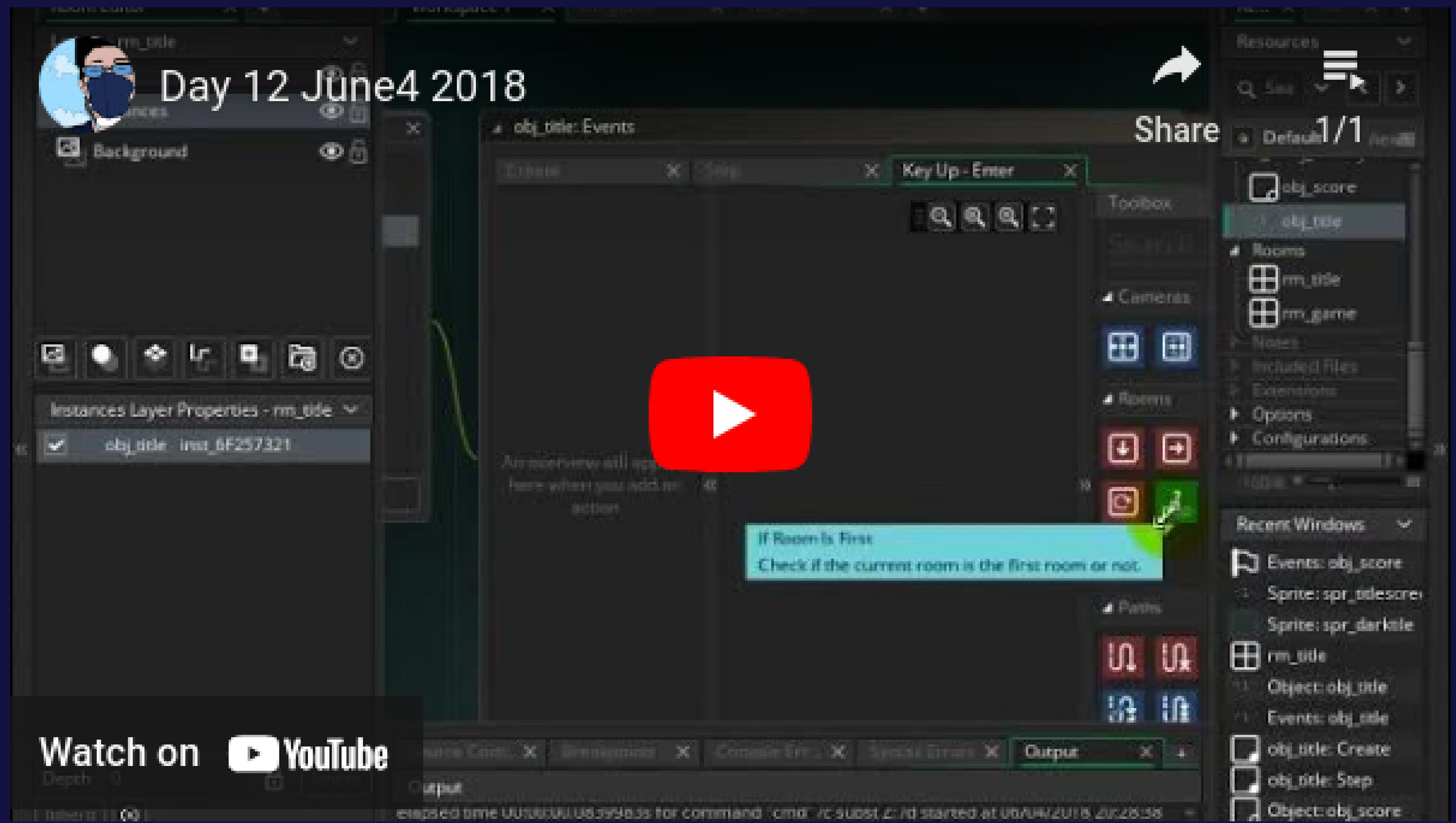
Share



ITEM COLLECTED

N: Climb Ladder
A: Move Left
D: Move Right
R: Swim
E: Sword
B: Bomb
LEFT MOUSE: Slingshot
SHIFT: Jump
SPACEBAR: Fly
L: Restart Tunnels
Z: Restart Forest
S: Read Story

Watch on YouTube

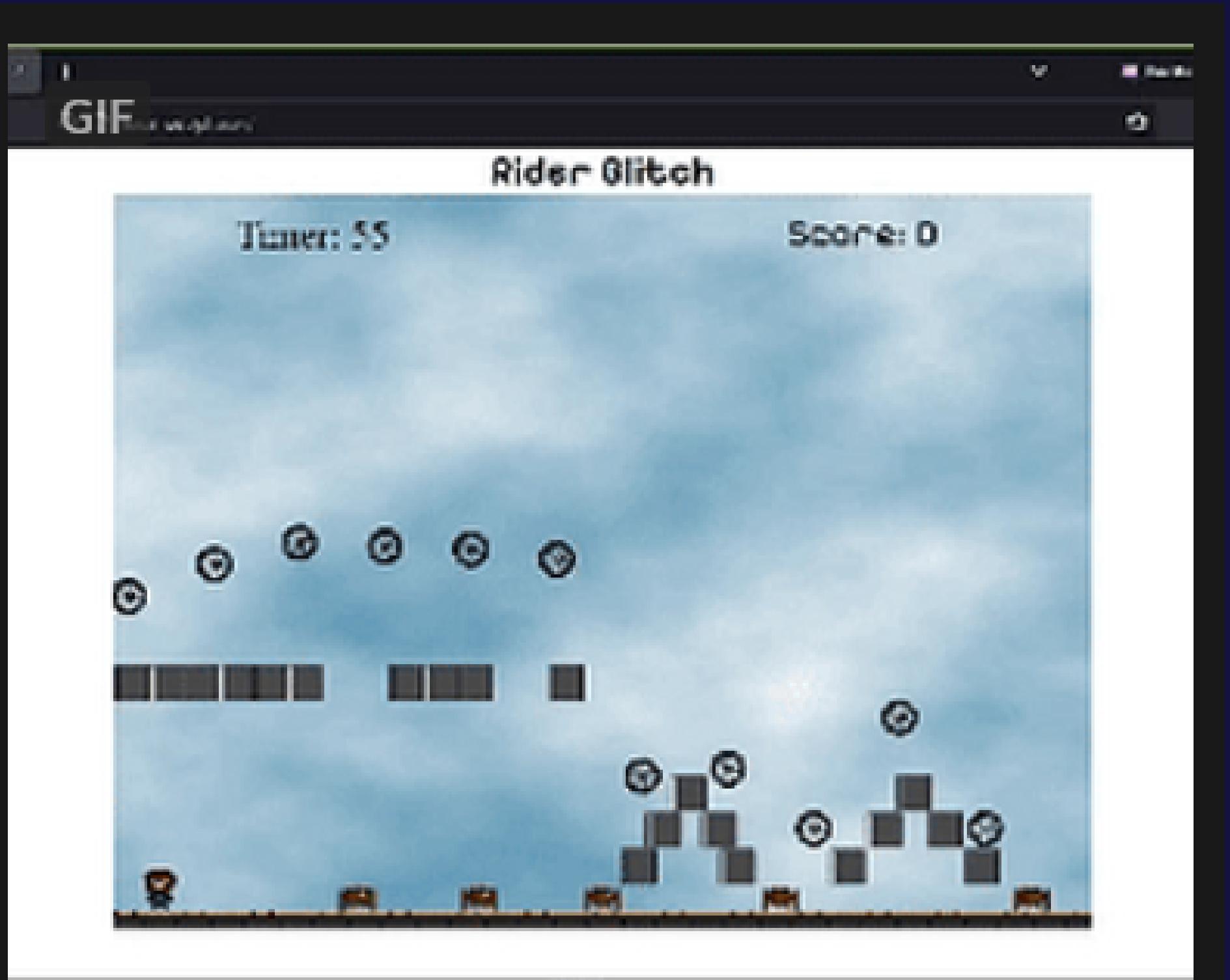


Watch on



Output

Elapsed time 00:00:00.000000000s for command /cmd:rc-subs, End started at 00:04:20 2018, 20:26:59



Rider-Glitch

Platformer

[Play in browser](#)

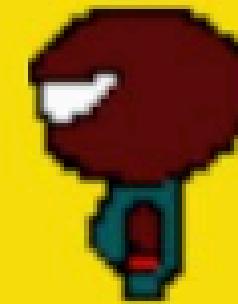


Part15 Fix Font Family Score Text



Share

PHASER Basic Tutorial



PART15

Watch on YouTube

BATTLE SPACE INVASION

Press Start

Level Select

Options

Credits

Start your creative projects and game development with Unity.

01-Installing Unity Hub

Unity Products Solutions Learning Support & Services Community Developer tools Share 1/8

DOWNLOAD UNITY

UNLOCK YOUR CREATIVITY

Download the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.

Watch on YouTube

Download for Windows Download other versions

How to get started System requirements News items Company news Resources Start 3D-tutorial





Day2 GODOT Basics - Godot 3 to Godot 4 - Kine...

LEARNING

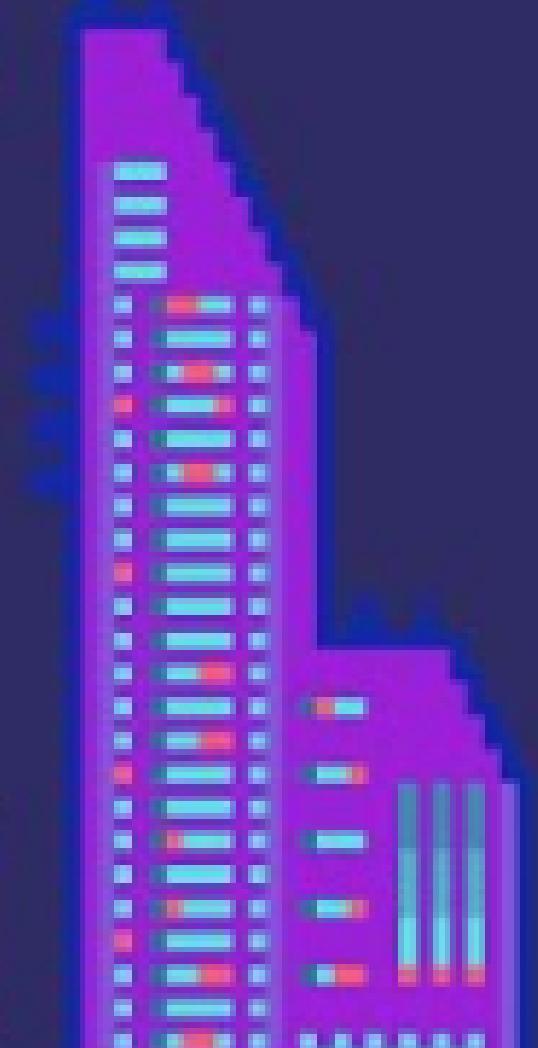
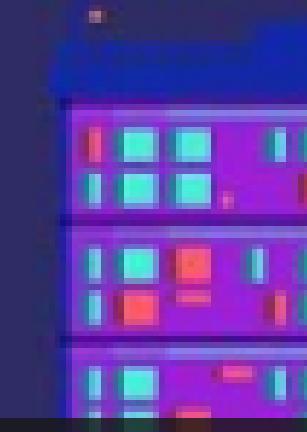
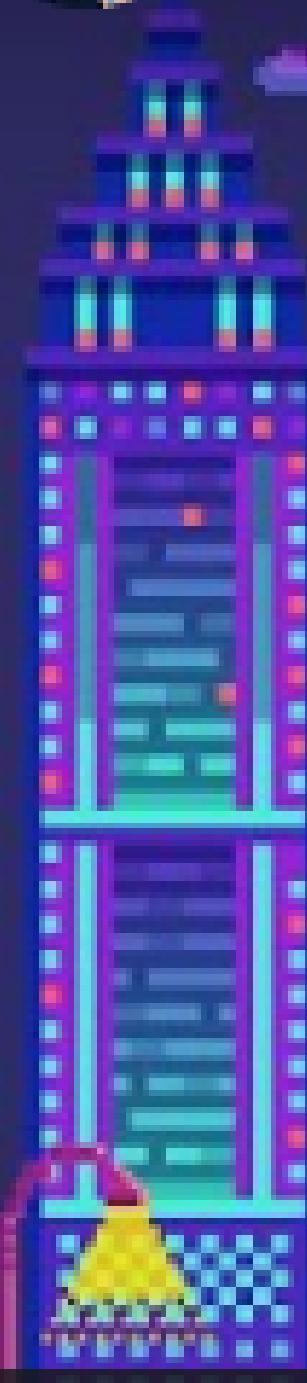
Share

1/27

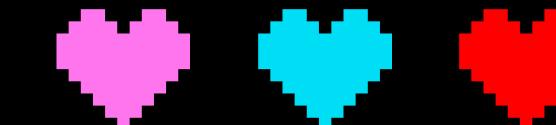
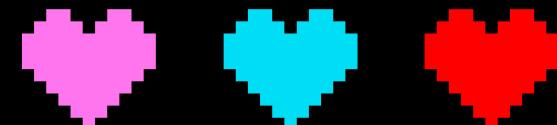
GODOT ENGINE



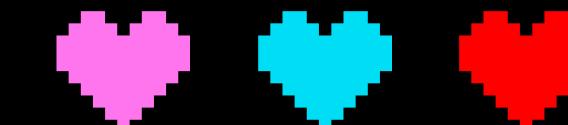
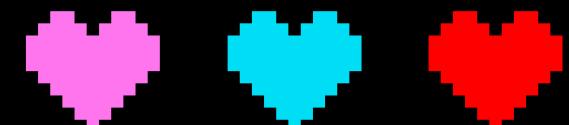
Watch on



LEARN PROGRAMMING



**VALUE OF
FUNDAMENTALS -
DON'T SKIP THE
BORING PART**





GAME ART AND MUSIC

2D and 3D art
Sound Design





Rodrigo Bonzerr Lopez
Freelance Game Environment Artist
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Cave Pixel Artwork
Posted last year
0 Likes 36 Save Share Share

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Add a comment >



Pixel Art work for the game Tiny Timmy World

Rodrigo Bonzerr Lopez
Freelance Game Environment Artist
[Follow](#)

Pixel Artwork Insects
FireFly Art work using GIMP. For the game Tiny Timmy with HomeTeam GameDev.
Posted last year
1 Like 83 Save Share Share

Software Used
GIMP



Rodrigo Bonzerr Lopez
Freelance Game Environment Artist
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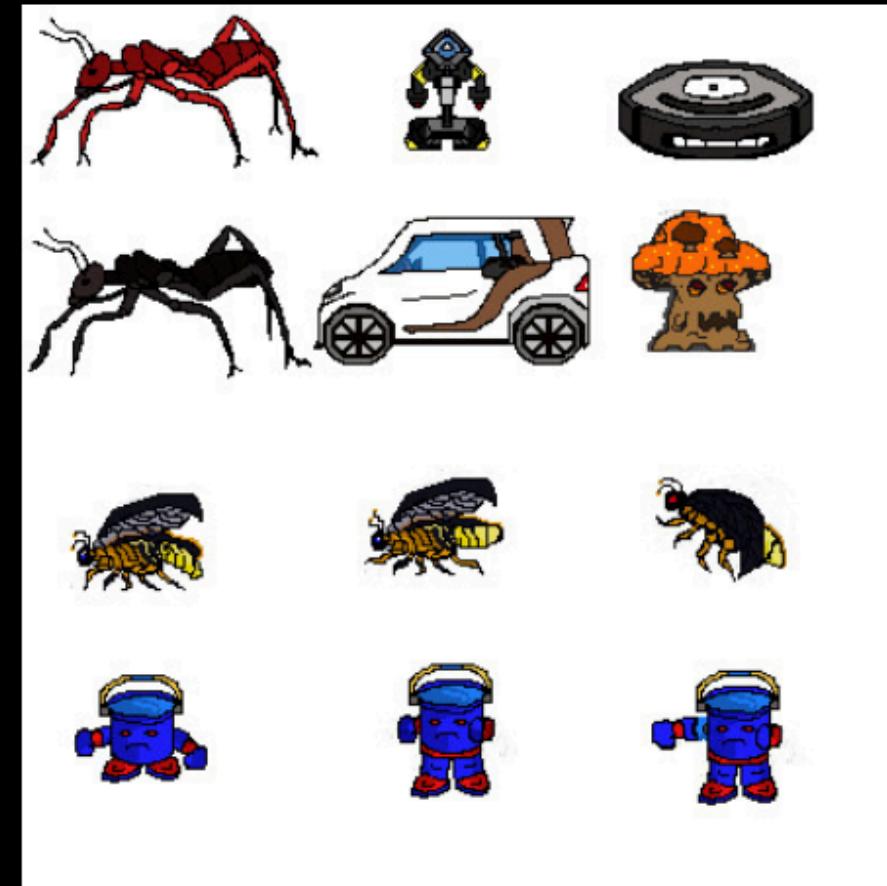
From the ArtStation Marketplace
PSD & Reference Pack
by Sam Denmark USD \$1.50

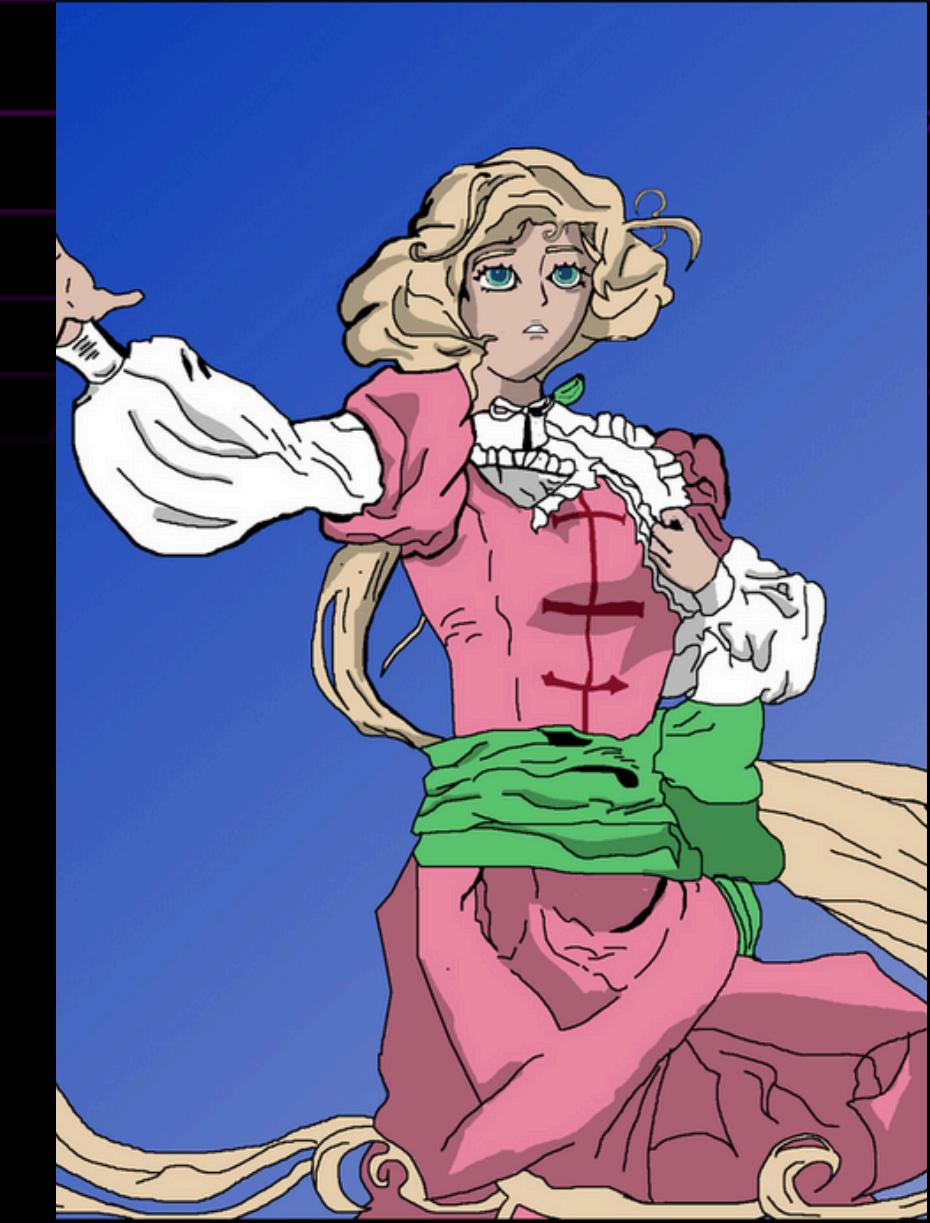
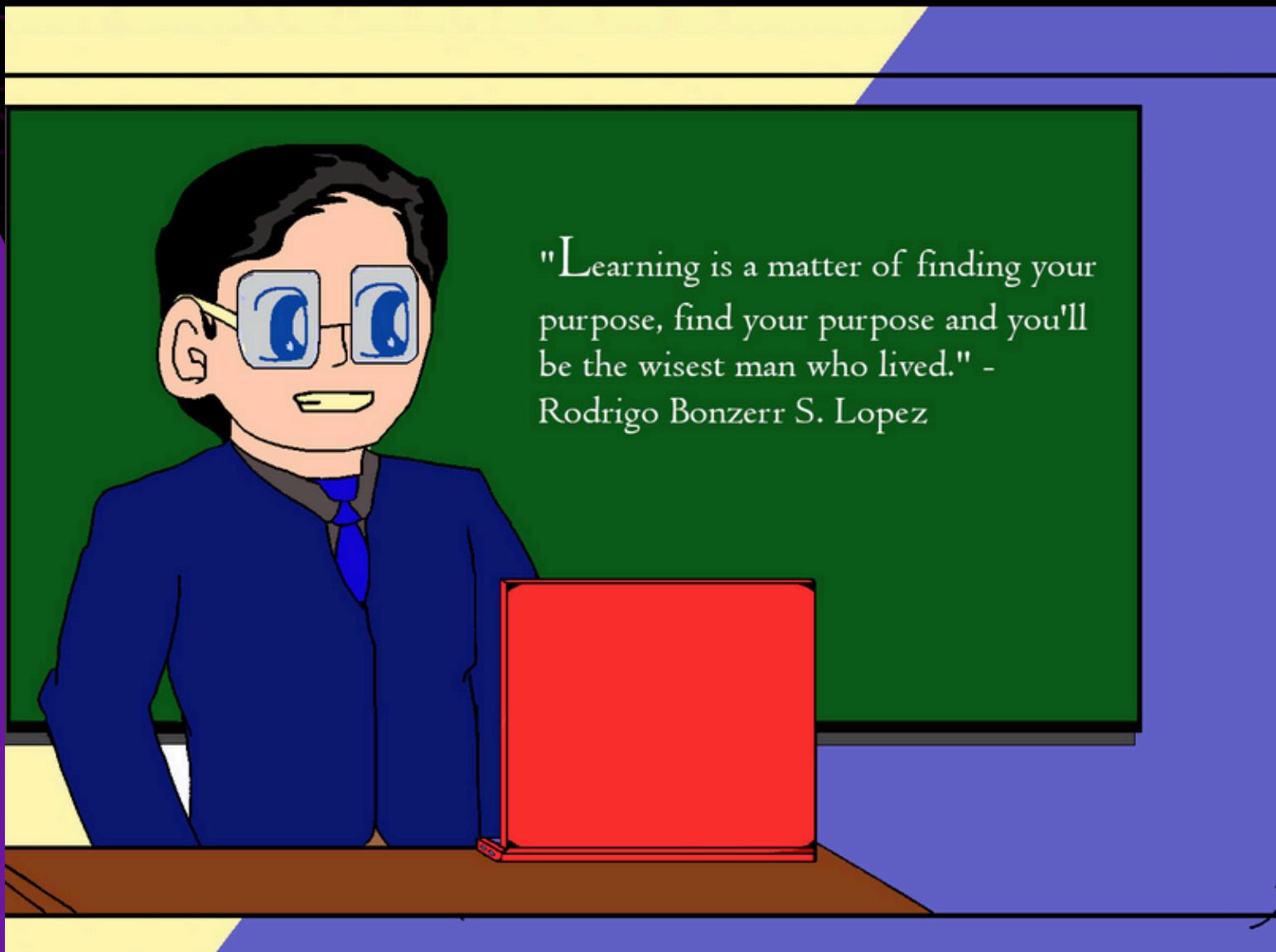
Pixel art For the Game Coffee Kart
64x64 Pixel art characters for the game Coffee Kart with HomeTeamGameDev
Posted last year
1 Like 91 Save Share Share

Software Used
GIMP

SIGN IN TO COMMENT!

Add a comment >





My personal learning quote.

Rodrigo Bonzerr Lopez
Freelance Game Environment Artist

Archer Character
Character comic style artwork for the game Legend of the Curse with HomeTeamGameDev

Software Used: GIMP



Explore Learn Shop Jobs

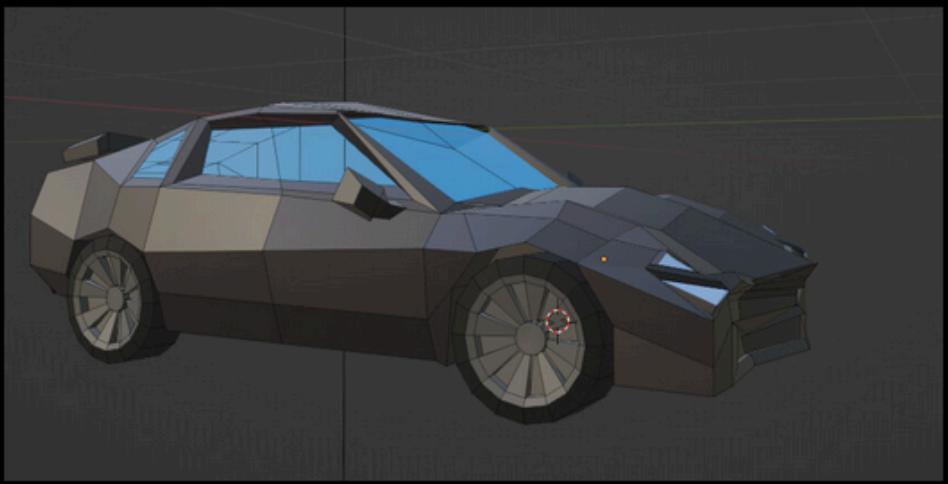
Day 56 Lives Icon - LoadScene & Also worked on an old web design portfolio site

Rodrigo Bonzerr Lopez
Freelance Game Environment Artist

Battle Space Invasion
Worked as a Team lead for the game Battle Space Invasion Game with HomeTeam GameDev

Day 56 Update for the Battle Space Invasion Game

Software Used: Unity, GIMP, C#



Follow

Like Save

Low Poly Car Blender

This is a Low Poly Car I made for the game Alpine-Asphalt with HomeTeamGamedev

Posted 9 months ago

0 Likes 20 0

Share Save Share Share

SIGN IN TO COMMENT!

Add a comment >

Tags

#Digital 3D #NoAI

More by **Rodrigo Bonzerr Lopez**

DEVLOG

Day 100 Day 444 & Month 1000+! More info about how I work when hit and Component more notes for Track 6.

DAY 1000

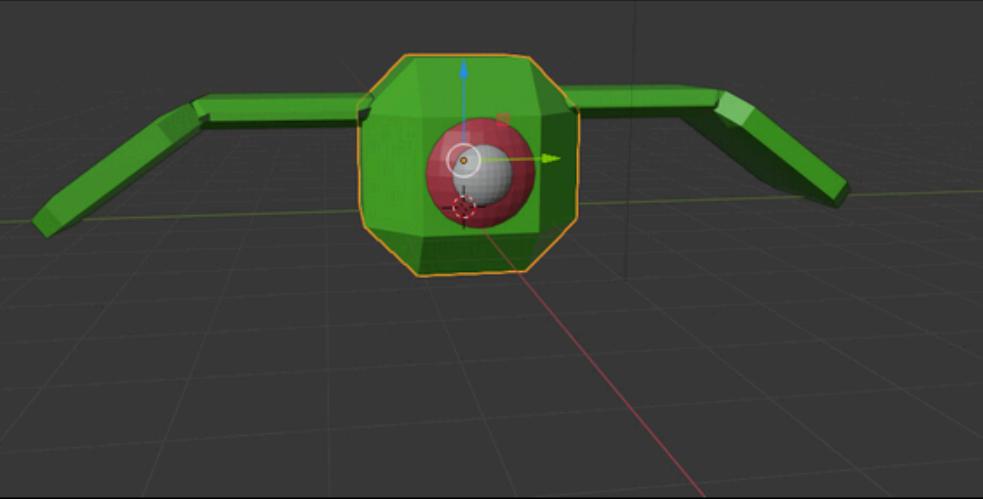
DAY 1000



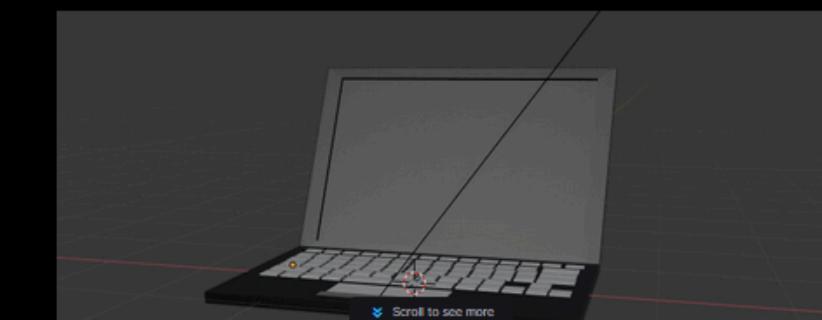
odel for the game Cleansing root with HomeTeamGameDev <https://itch.io/c/2075444/rodrigo-bonzerr-lopez-hometeamgamedev-contributi>



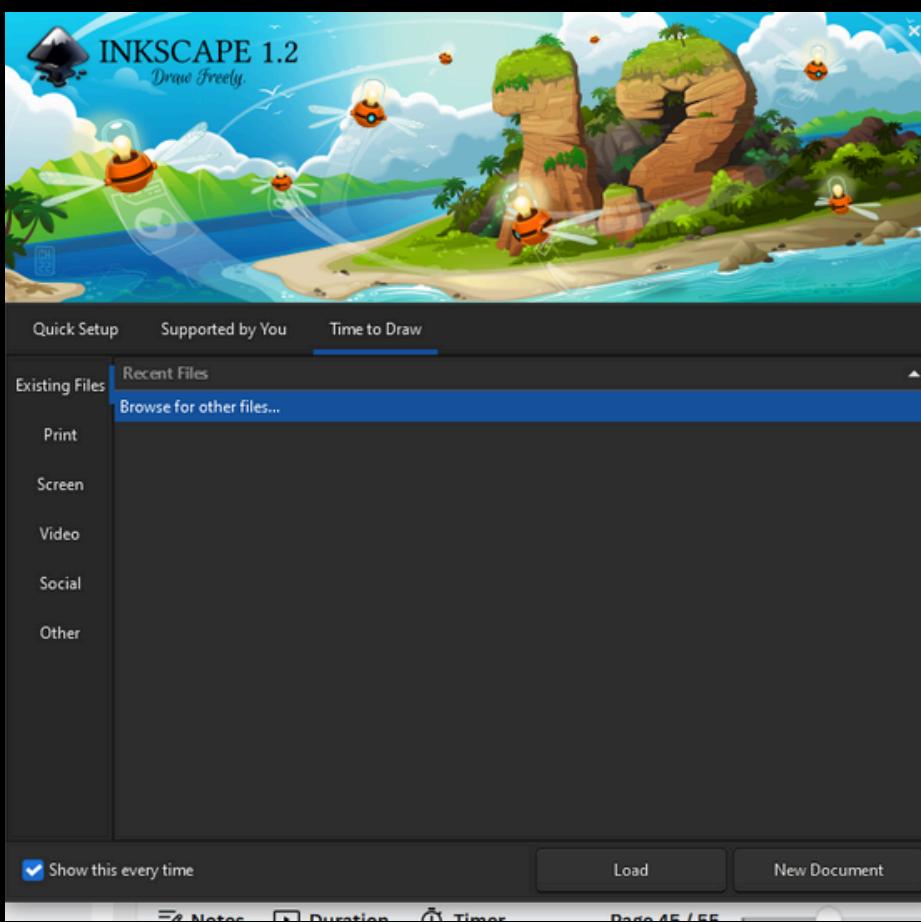
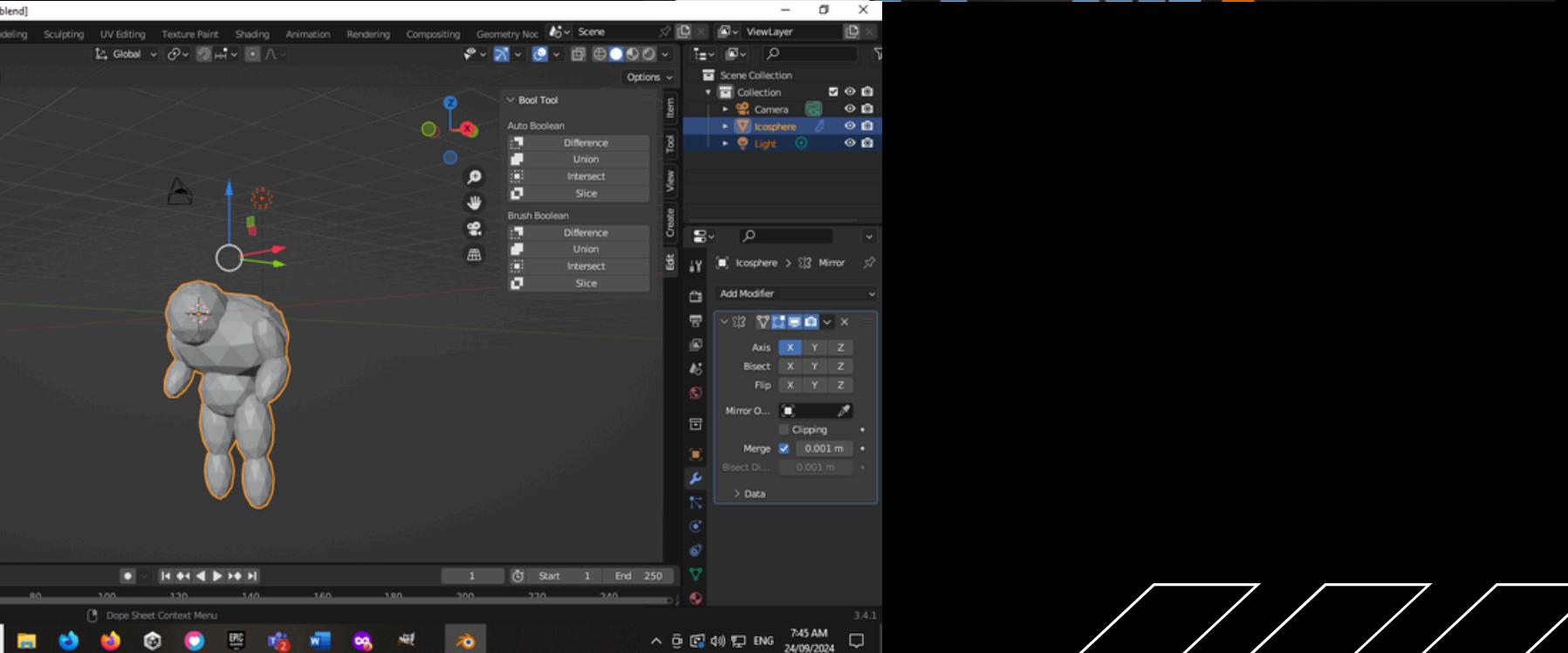
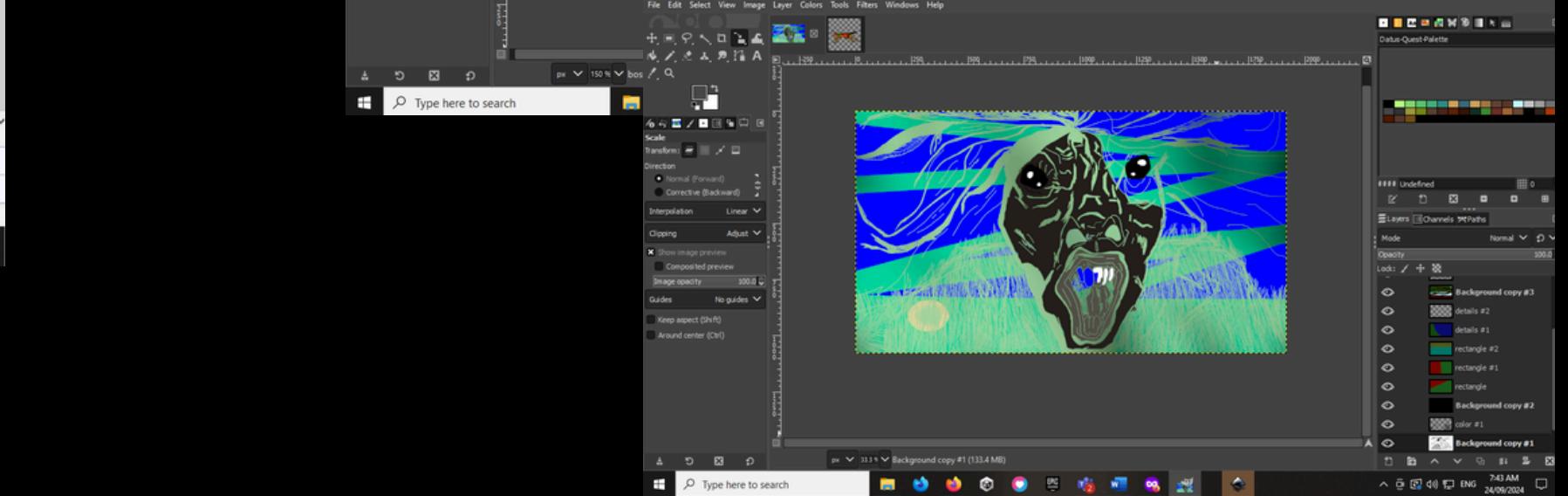
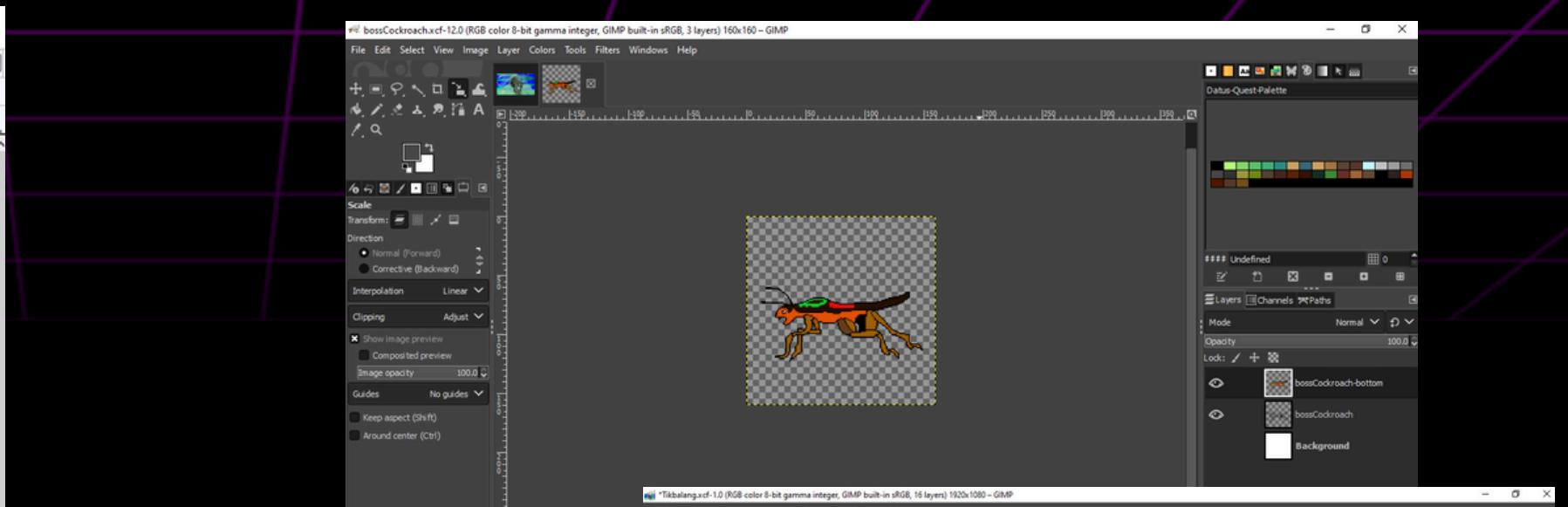
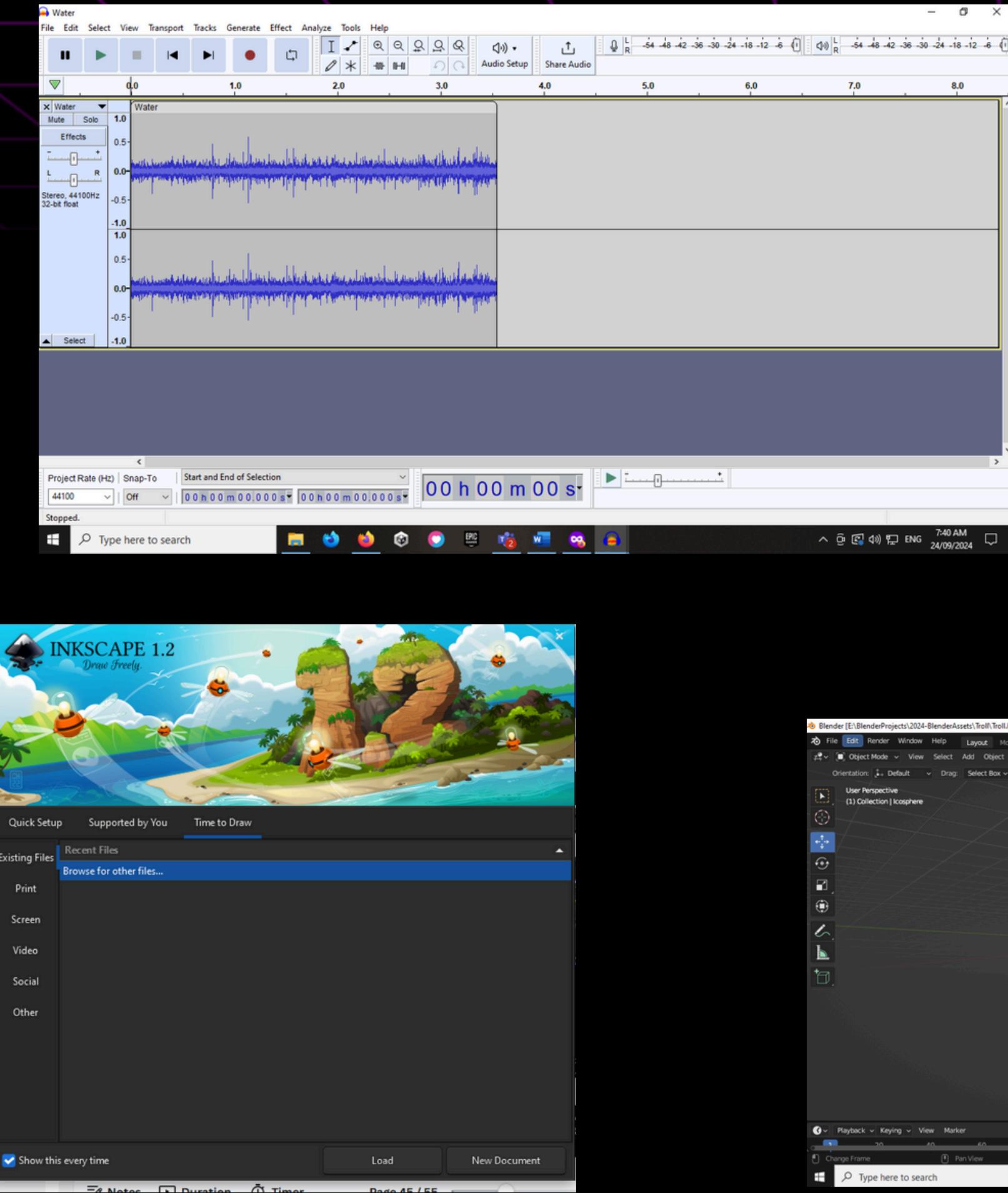
Pine tree made on blender



entropy flying game model with HomeTeamGameDev <https://itch.io/c/2075444/rodrigo-bonzerr-lopez-hometeamgamedev-contributions>



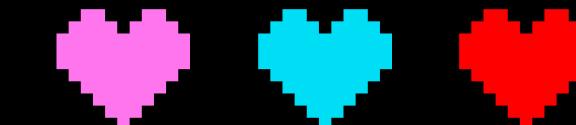
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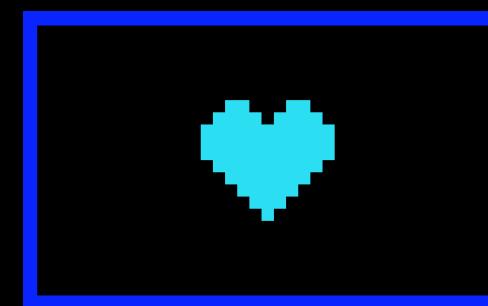
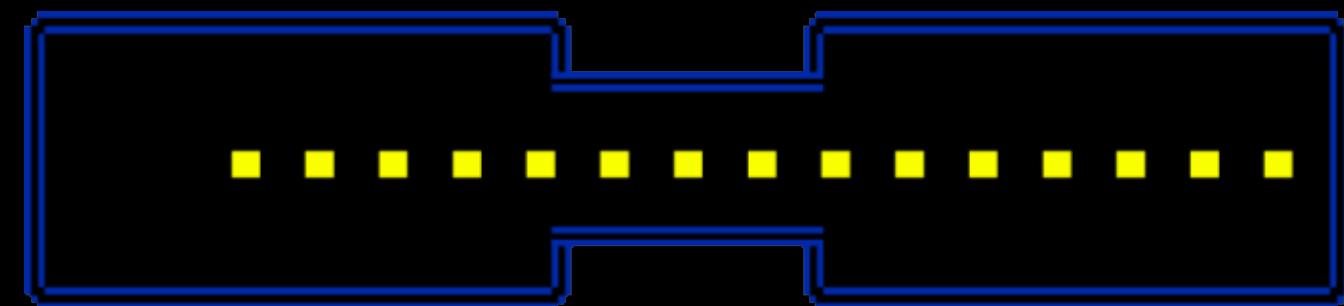
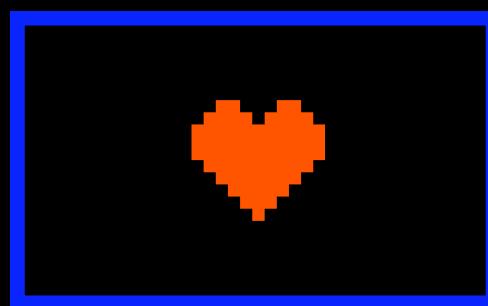






START WITH SMALL
PROJECTS





HOW TO PLAY

WORK ON GAME MECHANICS

Answer the question

Multiple choice

Complete the word



Jun4 Datu's quest - Solved Issue Of Sprite Not Centered



High Score: 0

Score: 0



Share



Watch on YouTube

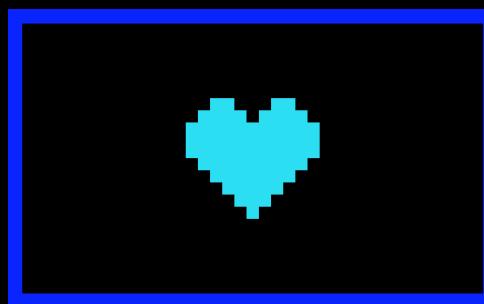
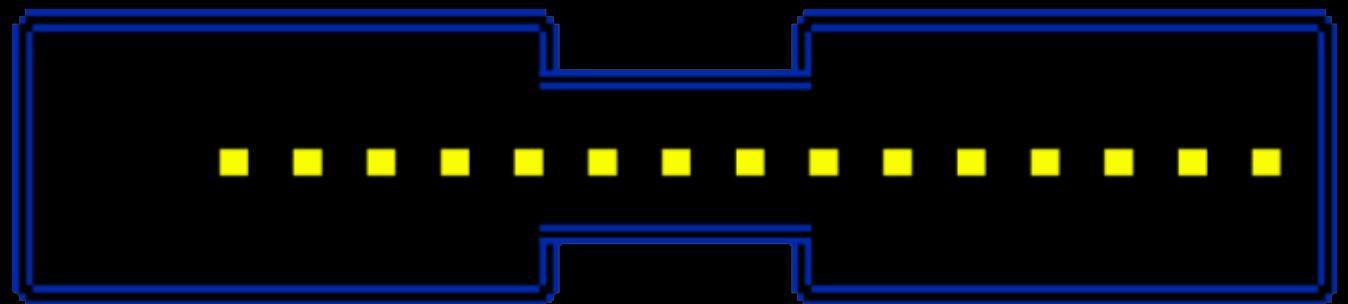
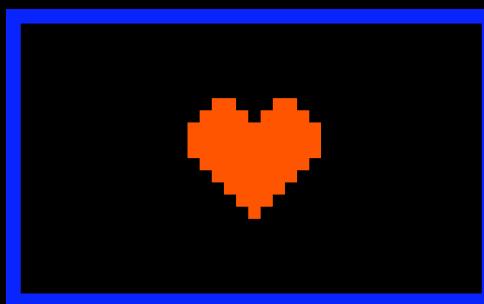


Datu's Quest Devlog Update - Implement the Lightning Skill

↗
Share



Watch on YouTube



RELEASE AND
GATHER
FEEDBACK

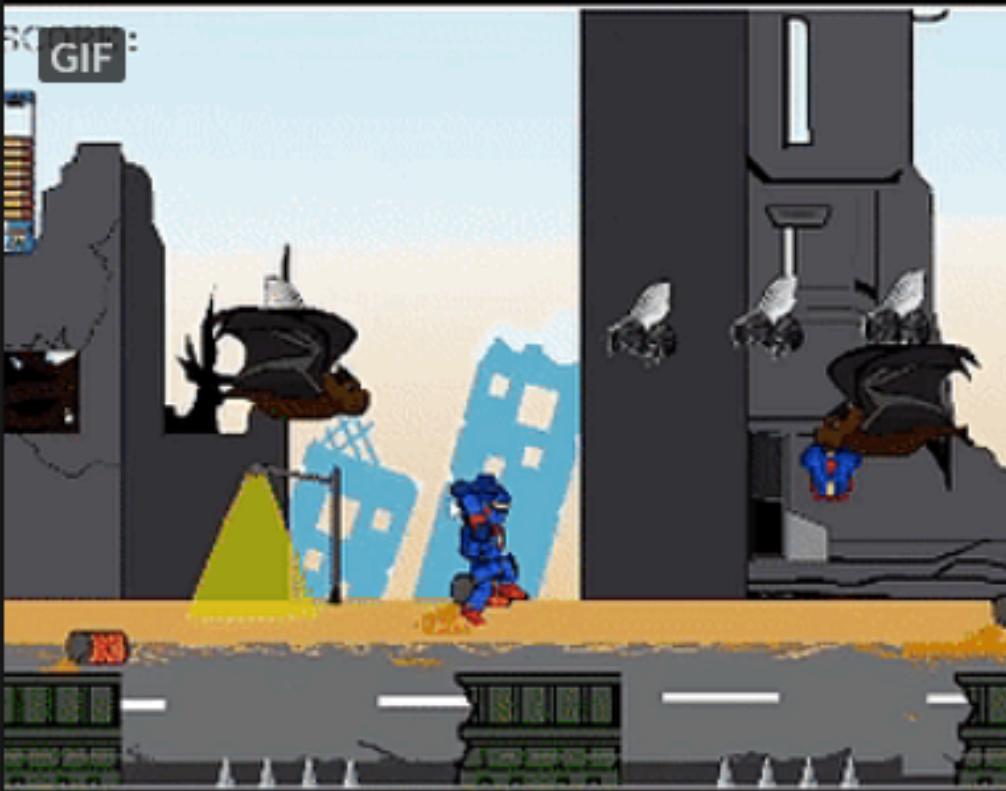
Answer the question

Rodrigo Bonzerr Lopez

 [Rodrigo Bonzerr Lopez](#)  [rodrigobonzerrlopez.co...](#)  [@BonzerrLopez](#)

Indie game developer, computer scientist, safety officer, part-time NSTP faculty & part-time full-stack web developer instructor.

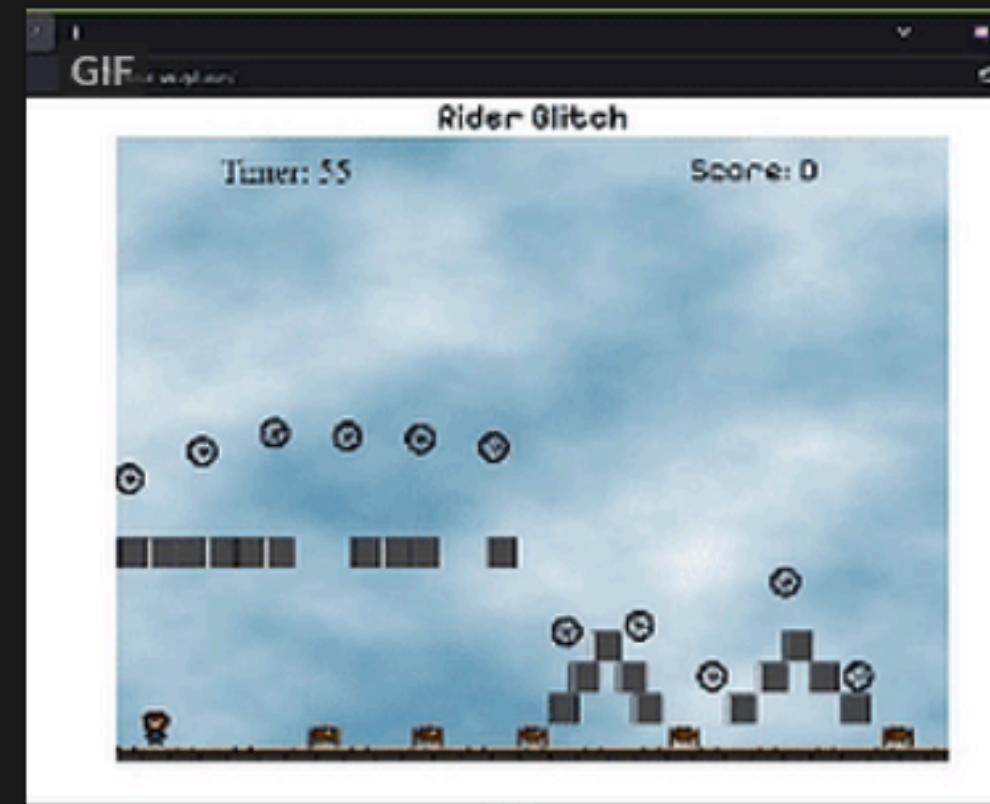
I love to play games. Now I make them :)



Robo-Explorer 2

Adventure

[Play in browser](#)



Rider-Glitch

Platformer

[Play in browser](#)



Datus Quest "Journey to the Maligno Realm"

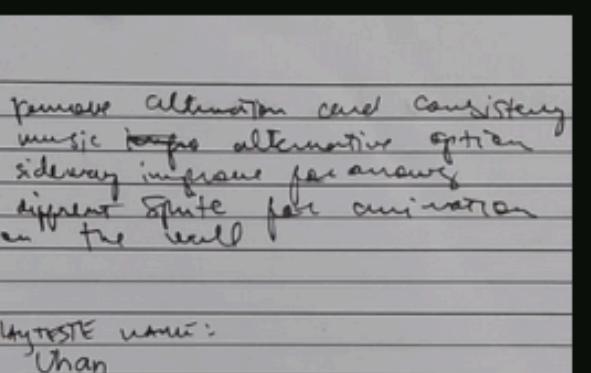
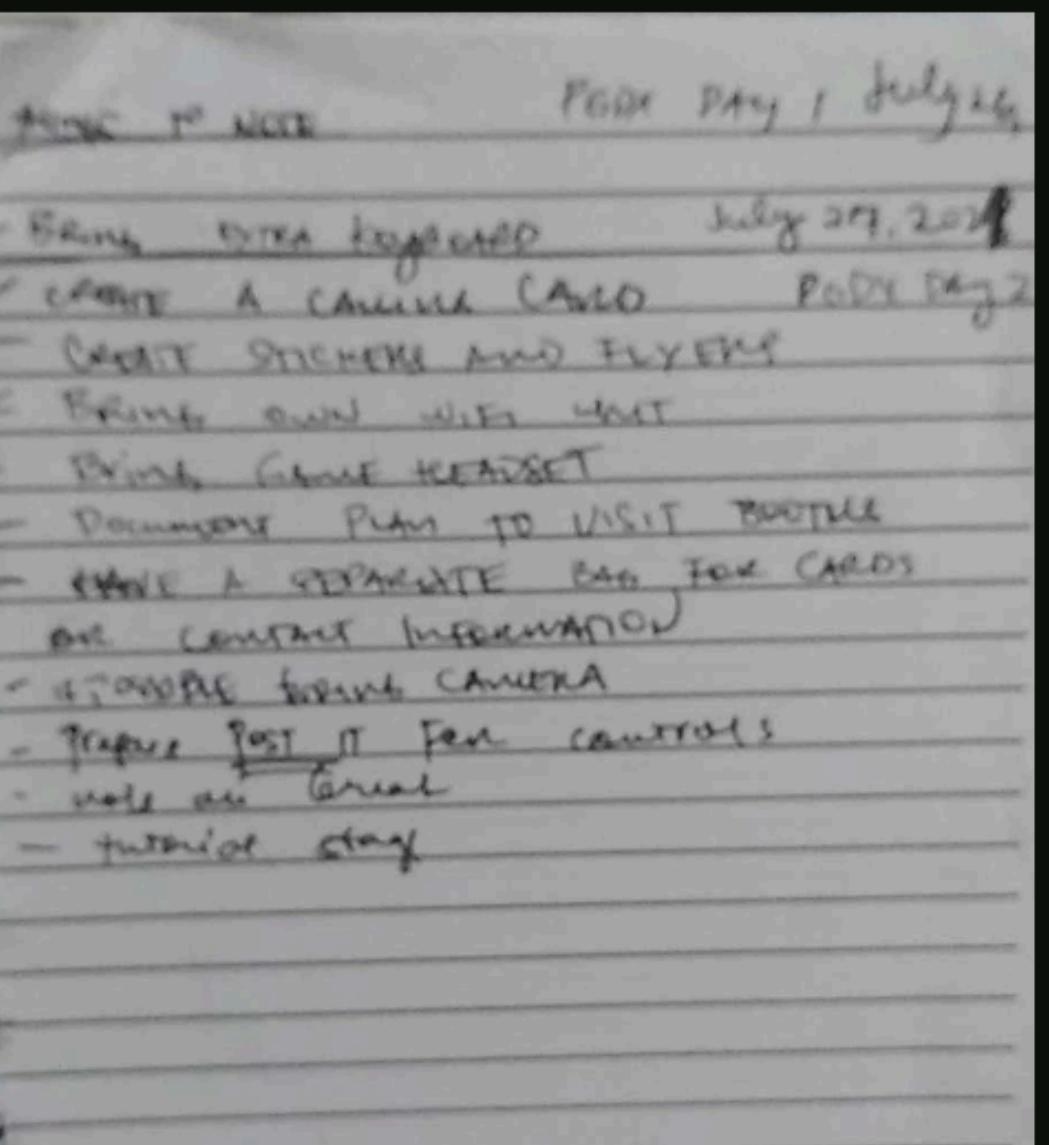
A fantasy adventure platformer game

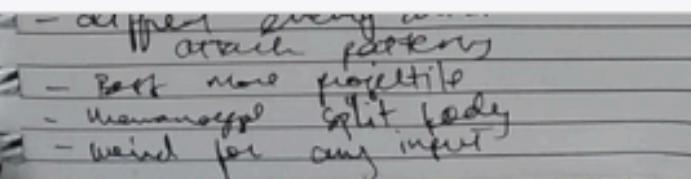
Adventure

[Play in browser](#)

After the event...

Some of the things that I've learned and taken note of when preparing to go to an event. I learned from one play tester of my game to prepare a "post it" for the controls of my game. In that way, the post it will serve as a guide for the players to know the different key movements of the character of the game.





Overall some of the key points in summary are the following:

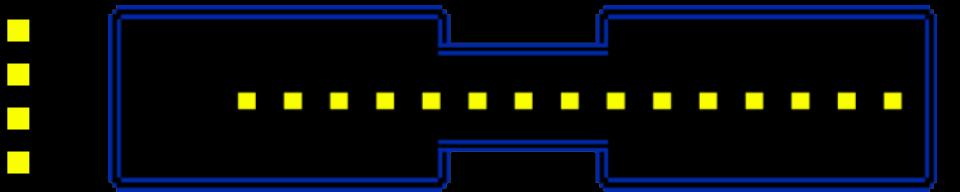
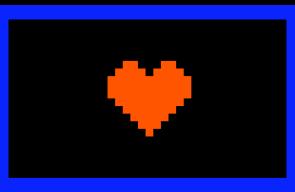
1. Bring extra keyboard and test if it will work.
2. Create calling cards and gifts that you can distribute to your possible players or visitors in your booth. (Flyers, calling card, stickers, special give away, etc.)
3. Bring a camera for documentation (In my case, I couldn't bring my camera due to me being alone and it will definitely be a big addition to the weight I will be carrying from my province to Manila. I would have really loved to document the different events if I had a partner exhibitor who could have switched with me during the three day event.)
4. In line with number 3, it's best that you plan out a way to bring a friend with you during each days of the event.
5. I learned that we can partner with some cosplayers that can try to look after your booth during the day of the event if in case you couldn't find someone to bring with you.
6. Have ready "Post it" or sticky notes from where you can use it for announcing if you are on break, notes for the controls of your game, and other possible announcements that you may want to post during the day of the event.
7. Bring your own wifi for internet connection.
8. Have a video demonstration or trailer of the game (This perhaps will be able to showcase the game play to passer by game enthusiast.)
9. Creating a possible list of itinerary of booths you may want to visit. (A good thing about PGDX organizers they have a website for connecting you with possible funding opportunities for organizations that may get interested in the game you are building.)

In conclusion, the event was a great experience for me as a new indie game developer looking forward to network, learn, and gain experience in going to events that helps indie game developers like me to promote our game and at the same time be able to meet up with fellow developers for motivation and inspiration.



A pixel art landscape featuring two large trees with grey trunks and green leaves on either side of the text. The background is dark blue with white clouds. A green grassy layer is at the bottom.

WHY GAME DEU
FOR YOU?



THANK
YOU

END