1

00:00:00,080 --> 00:00:03,360

is it necessary to use a modern language

2

00:00:02,000 --> 00:00:05,759

to build an engaging game

3

00:00:03,360 --> 00:00:06,640

or can you do it with basic and what is

4

00:00:05,759 --> 00:00:08,639

more important

5

00:00:06,640 --> 00:00:11,759

the language or what you're writing with

6

00:00:08,639 --> 00:00:12,559

it hello everybody and welcome to qb64

7

00:00:11,759 --> 00:00:15,519

report

8

00:00:12,559 --> 00:00:16,880

a podcast on all things qb64 in this

9

00:00:15,519 --> 00:00:17,680

episode let's talk about game

10

00:00:16,880 --> 00:00:19,119

development

11

00:00:17,680 --> 00:00:20,720

i bring you some interesting games

12

00:00:19,119 --> 00:00:22,560

written in qb64

13

00:00:20,720 --> 00:00:24,560

and we'll go over what it takes to be a

14

00:00:22,560 --> 00:00:25,279

game developer and we'll end up with a

15

00:00:24,560 --> 00:00:27,199

suggestion

16

00:00:25,279 --> 00:00:29,599

on how to become more experienced with

17

00:00:27,199 --> 00:00:33,040

it i'm your host felipe tov

18

00:00:29,599 --> 00:00:35,200

let's get started but before we dive

19

00:00:33,040 --> 00:00:36,160

into today's topic let's just quickly go

20

00:00:35,200 --> 00:00:38,640

to our forum

21

00:00:36,160 --> 00:00:40,719

and see what's going on there we have

22

00:00:38,640 --> 00:00:42,879

recently talked about how to switch the

23

00:00:40,719 --> 00:00:44,879

default fonts in the ide when you're

24

00:00:42,879 --> 00:00:47,399

programming with qb64

25

00:00:44,879 --> 00:00:48,879

this was a discussion carried out in

26

00:00:47,399 --> 00:00:52,320

qb64.org

27

00:00:48,879 --> 00:00:55,199

forum and while the font we use

28

00:00:52,320 --> 00:00:57,039

in qb64 the default font when you just

29

00:00:55,199 --> 00:00:59,039

start the program with kb64

30

00:00:57,039 --> 00:01:01,359

just when you load the id for the first

31

00:00:59,039 --> 00:01:03,840

time that's a bitmap font

32

00:01:01,359 --> 00:01:05,040

that emulates a bios font it's a

33

00:01:03,840 --> 00:01:06,880

built-in font

34

00:01:05,040 --> 00:01:08,720

meaning that you don't have to load it

35

00:01:06,880 --> 00:01:11,200

it's just there to use

36

00:01:08,720 --> 00:01:14,400

but you can load external fonts external

37

00:01:11,200 --> 00:01:17,600

ttf or otf fonts with qb64

38

00:01:14,400 --> 00:01:19,680

both for use with your programs and to

39

00:01:17,600 --> 00:01:22,720

use it with the ide

40

00:01:19,680 --> 00:01:24,720

in the options menu you go to display to

41

00:01:22,720 --> 00:01:27,439

bring up the display dialog

42

00:01:24,720 --> 00:01:29,040

and then you specify a font path

43

00:01:27,439 --> 00:01:31,119

whatever font you want to use

44

00:01:29,040 --> 00:01:33,920

especially of course if it's monospace

45

00:01:31,119 --> 00:01:36,000

trying to load a non-monospaced font

46

00:01:33,920 --> 00:01:38,320

may work but may look terrible because

47

00:01:36,000 --> 00:01:41,040

qb64 will attempt to make

48

00:01:38,320 --> 00:01:42,960

a normal font look like it spawn a space

49

00:01:41,040 --> 00:01:46,240

and that's just not gonna work

50

00:01:42,960 --> 00:01:48,560

so if you have a monospaced font either

51

00:01:46,240 --> 00:01:50,880

in ttf or otf format

52

00:01:48,560 --> 00:01:53,119

you can load it in the ide just of

53

00:01:50,880 --> 00:01:55,920

course make sure that the font you have

54

00:01:53,119 --> 00:01:56,719

contains line and box characters the id

55

00:01:55,920 --> 00:01:59,840

is going to use

56

00:01:56,719 --> 00:02:03,360

all the original ascii charts no unicode

57

00:01:59,840 --> 00:02:05,840

at all so if your font does not have

58

00:02:03,360 --> 00:02:07,360

glyphs for the proper characters as in

59

00:02:05,840 --> 00:02:08,879

the old days

60

00:02:07,360 --> 00:02:10,640

it's not going to render the ide

61

00:02:08,879 --> 00:02:13,680

properly because we do use line

62

00:02:10,640 --> 00:02:14,560

and box art characters and if i can

63

00:02:13,680 --> 00:02:17,599

suggest

64

00:02:14,560 --> 00:02:19,520

a very cool resource here and

65

00:02:17,599 --> 00:02:22,239

this is not a suggestion i'm making

66

00:02:19,520 --> 00:02:24,160

originally it was our friend charler who

67

00:02:22,239 --> 00:02:25,760

showed me the link i had known this

68

00:02:24,160 --> 00:02:27,599

website for a while but then

69

00:02:25,760 --> 00:02:29,599

recently they've upgraded their font

70

00:02:27,599 --> 00:02:31,680

pack this is called the ultimate old

71

00:02:29,599 --> 00:02:32,959

school pc font pack

72

00:02:31,680 --> 00:02:35,519

the address is in the description of

73

00:02:32,959 --> 00:02:37,840

this episode and i really recommend it

74

00:02:35,519 --> 00:02:38,720

there are many nostalgic fonts there you

75

00:02:37,840 --> 00:02:41,519

can use

76

00:02:38,720 --> 00:02:43,120

they have done a very very careful and

77

00:02:41,519 --> 00:02:45,120

thorough work with these

78

00:02:43,120 --> 00:02:47,040

recreating these from scratch even

79

00:02:45,120 --> 00:02:49,040

keeping aspect ratio

80

00:02:47,040 --> 00:02:50,160

and while they have many many

81

00:02:49,040 --> 00:02:53,519

alternatives

82

00:02:50,160 --> 00:02:54,800

you will find the ibm pc fonts pc

83

00:02:53,519 --> 00:02:57,159

compatibles

84

00:02:54,800 --> 00:02:58,560

different video hardware fonts

85

00:02:57,159 --> 00:03:00,800

semi-compatibles well

86

00:02:58,560 --> 00:03:02,400

there are many many alternatives just

87

00:03:00,800 --> 00:03:04,879

looking at the page

88

00:03:02,400 --> 00:03:06,159

rendered using these phones is already a

89

00:03:04,879 --> 00:03:08,959

blast from the past

90

00:03:06,159 --> 00:03:10,159

and for us nostalgics because if we're

91

00:03:08,959 --> 00:03:12,159

using qb64

92

00:03:10,159 --> 00:03:13,920

it's because something from the past

93

00:03:12,159 --> 00:03:17,200

still stuck with us

94

00:03:13,920 --> 00:03:20,640

well that's really eye candy so

95

00:03:17,200 --> 00:03:22,239

highly recommended old school pc font

96

00:03:20,640 --> 00:03:24,000

resource pack

97

00:03:22,239 --> 00:03:25,680

all the fonts are free to use you can

98

00:03:24,000 --> 00:03:26,640

just download individual phones or the

99

00:03:25,680 --> 00:03:29,840

full package

100

00:03:26,640 --> 00:03:32,159

it's a pretty comprehensive package

101

00:03:29,840 --> 00:03:33,360

and using them in the id is a breeze and

102

00:03:32,159 --> 00:03:36,640

highly recommended too

103

00:03:33,360 --> 00:03:39,040

if you want to customize it because

104

00:03:36,640 --> 00:03:40,799

all the phones contain all the ascii

105

00:03:39,040 --> 00:03:42,720

characters we need to render the id

106

00:03:40,799 --> 00:03:44,480

so it's the perfect marriage in the

107

00:03:42,720 --> 00:03:46,080

recent tutorials i have been publishing

108

00:03:44,480 --> 00:03:48,640

in our youtube channel i

109

00:03:46,080 --> 00:03:50,000

am using one of these fonts because it

110

00:03:48,640 --> 00:03:52,959

looks exactly like the one

111

00:03:50,000 --> 00:03:53,360

we ship with cubic 64 the bitmap font

112

00:03:52,959 --> 00:03:55,439

but

113

00:03:53,360 --> 00:03:56,400

it's resizable and i'm using it at 32

114

00:03:55,439 --> 00:03:59,599

pixels to look

115

00:03:56,400 --> 00:04:01,840

bigger and better to read in video

116

00:03:59,599 --> 00:04:03,439

of course that's just one thread the

117

00:04:01,840 --> 00:04:05,760

qb64 community is

118

00:04:03,439 --> 00:04:07,680

very active and we have a bunch of

119

00:04:05,760 --> 00:04:11,519

people really willing to help

120

00:04:07,680 --> 00:04:14,159

come join us so what does it mean

121

00:04:11,519 --> 00:04:15,280

to be a game developer do you need to be

122

00:04:14,159 --> 00:04:18,320

part of a big team

123

00:04:15,280 --> 00:04:19,280

working with a big studio or do you just

124

00:04:18,320 --> 00:04:22,240

really need to

125

00:04:19,280 --> 00:04:23,280

write a game i mean if i start cooking a

126

00:04:22,240 --> 00:04:26,639

meal

127

00:04:23,280 --> 00:04:30,400

i'm cooking so am i a cook

128

00:04:26,639 --> 00:04:33,040

yes does that mean i'm a good cook no

129

00:04:30,400 --> 00:04:34,560

but i'm cooking so if you start

130

00:04:33,040 --> 00:04:36,880

developing a game

131

00:04:34,560 --> 00:04:38,720

you're a developer of course it doesn't

132

00:04:36,880 --> 00:04:41,040

turn you magically into a pro

133

00:04:38,720 --> 00:04:42,080

but you're doing it it's not the name

134

00:04:41,040 --> 00:04:45,120

developer

135

00:04:42,080 --> 00:04:47,520

it's what you do with your game i'd like

136

00:04:45,120 --> 00:04:49,440

to bring a few points here first

137

00:04:47,520 --> 00:04:51,840

does the language you use to write your

138

00:04:49,440 --> 00:04:53,120

game necessarily influence the outcome

139

00:04:51,840 --> 00:04:56,560

of a work

140

00:04:53,120 --> 00:04:59,600

i mean if you have a game that starts

141

00:04:56,560 --> 00:05:02,240

on the splash screen showing unity

142

00:04:59,600 --> 00:05:02,800

of course your users your players are

143

00:05:02,240 --> 00:05:05,120

gonna

144

00:05:02,800 --> 00:05:07,039

expect something from your game they're

145

00:05:05,120 --> 00:05:08,880

going to expect a physics engine they

146

00:05:07,039 --> 00:05:10,320

kind of know what kind of graphics they

147

00:05:08,880 --> 00:05:13,520

are going to expect

148

00:05:10,320 --> 00:05:14,800

the fluidness but that's not what makes

149

00:05:13,520 --> 00:05:17,360

a good game

150

00:05:14,800 --> 00:05:18,240

an engaging game really needs to be fun

151

00:05:17,360 --> 00:05:21,039

to play

152

00:05:18,240 --> 00:05:23,120

take for example gorilla dot bass it

153

00:05:21,039 --> 00:05:25,280

came out with q basic when it was

154

00:05:23,120 --> 00:05:28,240

released with msdos

155

00:05:25,280 --> 00:05:30,400

no framework no famous aging no

156

00:05:28,240 --> 00:05:32,320

exceptional graphics or sound

157

00:05:30,400 --> 00:05:34,000

and come to think of it it's not even an

158

00:05:32,320 --> 00:05:36,080

action game it's a

159

00:05:34,000 --> 00:05:37,759

what is that it's a reverse physics

160

00:05:36,080 --> 00:05:40,960

engine because

161

00:05:37,759 --> 00:05:42,880

you don't do a movement and then the

162

00:05:40,960 --> 00:05:44,560

game calculates the trajectory

163

00:05:42,880 --> 00:05:46,479

you have to input the angle and the

164

00:05:44,560 --> 00:05:48,960

velocity and throw

165

00:05:46,479 --> 00:05:50,160

an explosive banana you are the physics

166

00:05:48,960 --> 00:05:52,160

engine here

167

00:05:50,160 --> 00:05:53,440

one could even argue that kids those

168

00:05:52,160 --> 00:05:55,680

days i mean

169

00:05:53,440 --> 00:05:57,199

us didn't have that many gaming

170

00:05:55,680 --> 00:05:58,639

alternatives and that's why we were

171

00:05:57,199 --> 00:06:02,319

stuck with it

172

00:05:58,639 --> 00:06:04,080

but no there was atari nintendo sega

173

00:06:02,319 --> 00:06:06,240

but the fact that we had access to the

174

00:06:04,080 --> 00:06:07,759

source code of gorilla.base

175

00:06:06,240 --> 00:06:09,440

is probably one of the main reasons why

176

00:06:07,759 --> 00:06:12,319

it stuck with us too today

177

00:06:09,440 --> 00:06:14,720

and we didn't play the game to then

178

00:06:12,319 --> 00:06:17,440

eventually find the code

179

00:06:14,720 --> 00:06:19,360

we had to see the code first when you

180

00:06:17,440 --> 00:06:22,720

fired qbasic

181

00:06:19,360 --> 00:06:24,080

then you went to file open and you chose

182

00:06:22,720 --> 00:06:26,639

gorilla.base

183

00:06:24,080 --> 00:06:27,199

first thing you would see was the source

184

00:06:26,639 --> 00:06:29,840

code

185

00:06:27,199 --> 00:06:30,560

and then you would hit f5 to start

186

00:06:29,840 --> 00:06:32,800

running it

187

00:06:30,560 --> 00:06:34,319

so it was kind of a reverse process in

188

00:06:32,800 --> 00:06:37,199

that too not only it wasn't

189

00:06:34,319 --> 00:06:37,759

a reverse physics engine it was a

190

00:06:37,199 --> 00:06:40,080

reverse

191

00:06:37,759 --> 00:06:41,360

process of getting to know a game we saw

192

00:06:40,080 --> 00:06:43,520

the guts first

193

00:06:41,360 --> 00:06:45,360

to then see it in action and by looking

194

00:06:43,520 --> 00:06:47,199

at the guts of this reverse physics

195

00:06:45,360 --> 00:06:48,160

engine we were able to grasp what was

196

00:06:47,199 --> 00:06:49,840

going on

197

00:06:48,160 --> 00:06:51,840

how many of you tweaked it to beat your

198

00:06:49,840 --> 00:06:53,919

cousin with an extra powerful banana

199

00:06:51,840 --> 00:06:57,039

that only your gorilla would possess

200

00:06:53,919 --> 00:06:57,840

well i know i did fast forward to our

201

00:06:57,039 --> 00:07:01,039

day and age

202

00:06:57,840 --> 00:07:02,400

qb64 is a revival of q basic so we have

203

00:07:01,039 --> 00:07:04,800

the same tools

204

00:07:02,400 --> 00:07:06,800

and then more there are several games

205

00:07:04,800 --> 00:07:09,520

written in cubase 64 today

206

00:07:06,800 --> 00:07:10,000

that could be easily played by lots of

207

00:07:09,520 --> 00:07:11,680

people

208

00:07:10,000 --> 00:07:13,280

and they wouldn't even figure out that

209

00:07:11,680 --> 00:07:14,240

was written in basic because it really

210

00:07:13,280 --> 00:07:15,840

doesn't matter

211

00:07:14,240 --> 00:07:18,319

you may have heard for example of black

212

00:07:15,840 --> 00:07:19,759

and axe this guy lance mcdonald wrote

213

00:07:18,319 --> 00:07:22,240

his own game engine

214

00:07:19,759 --> 00:07:23,039

he used a custom version of qb64 which

215

00:07:22,240 --> 00:07:24,960

he adapted

216

00:07:23,039 --> 00:07:26,720

because he needed extra tools and you

217

00:07:24,960 --> 00:07:28,000

can find several trailers of this game

218

00:07:26,720 --> 00:07:29,840

floating around the web

219

00:07:28,000 --> 00:07:32,160

and they show an incredibly smooth

220

00:07:29,840 --> 00:07:33,840

gameplay with a really cool plot

221

00:07:32,160 --> 00:07:36,000

one of the biggest factors involved in

222

00:07:33,840 --> 00:07:38,319

generating buzz back when lance was

223

00:07:36,000 --> 00:07:40,080

still actively working on this game

224

00:07:38,319 --> 00:07:41,360

was the fact that it was written into

225

00:07:40,080 --> 00:07:44,400

basic that's

226

00:07:41,360 --> 00:07:45,840

usually how it came out in interviews

227

00:07:44,400 --> 00:07:48,479

and of course it's not too far from the

228

00:07:45,840 --> 00:07:50,240

truth given that we're retro compatible

229

00:07:48,479 --> 00:07:52,319

and it's completely understandable

230

00:07:50,240 --> 00:07:53,759

because saying a game of this level of

231

00:07:52,319 --> 00:07:56,479

quality was written in q

232

00:07:53,759 --> 00:07:58,560

basic immediately blew people's minds

233

00:07:56,479 --> 00:08:01,039

because people of course would remember

234

00:07:58,560 --> 00:08:02,960

the original q basic and what could be

235

00:08:01,039 --> 00:08:04,560

achieved with it back in the day

236

00:08:02,960 --> 00:08:06,160

and i'm sure people would think of

237

00:08:04,560 --> 00:08:09,199

gorilla dot base

238

00:08:06,160 --> 00:08:10,000

to compare to it and of course it's very

239

00:08:09,199 --> 00:08:14,000

clear how

240

00:08:10,000 --> 00:08:16,960

far apart these two games are in 2018

241

00:08:14,000 --> 00:08:17,680

a 12 year old fan of netflix's stranger

242

00:08:16,960 --> 00:08:20,240

things

243

00:08:17,680 --> 00:08:21,520

wrote an rpg style game based on the

244

00:08:20,240 --> 00:08:23,599

show

245

00:08:21,520 --> 00:08:25,440

and if you have seen this show

246

00:08:23,599 --> 00:08:27,599

especially season 2

247

00:08:25,440 --> 00:08:28,960

it's a show with a story that happens in

248

00:08:27,599 --> 00:08:31,520

the 80s

249

00:08:28,960 --> 00:08:33,360

and in season 2 we have a very special

250

00:08:31,520 --> 00:08:35,919

character his name is bob

251

00:08:33,360 --> 00:08:37,039

and this guy programs in basic and we

252

00:08:35,919 --> 00:08:39,839

see a

253

00:08:37,039 --> 00:08:41,360

computer monitor and he programs a

254

00:08:39,839 --> 00:08:43,279

coding basic

255

00:08:41,360 --> 00:08:45,360

to i don't know to breach into the

256

00:08:43,279 --> 00:08:46,959

security of a building i can't remember

257

00:08:45,360 --> 00:08:48,320

the scene exactly but he saved some

258

00:08:46,959 --> 00:08:50,560

lives by doing that

259

00:08:48,320 --> 00:08:51,440

and that was so cool that it inspired

260

00:08:50,560 --> 00:08:53,760

this little girl

261

00:08:51,440 --> 00:08:54,800

guided by her father to write a game

262

00:08:53,760 --> 00:08:58,080

with it

263

00:08:54,800 --> 00:09:01,680

they started with actual q basic in

264

00:08:58,080 --> 00:09:03,680

fridos in an actual bare metal machine

265

00:09:01,680 --> 00:09:05,360

but then they hit some snags and of

266

00:09:03,680 --> 00:09:06,320

course they wanted to compile it and

267

00:09:05,360 --> 00:09:09,680

distribute it

268

00:09:06,320 --> 00:09:11,040

that's when they migrated to qb64

269

00:09:09,680 --> 00:09:12,720

so they wrote the engine and they

270

00:09:11,040 --> 00:09:14,000

released their game on their website the

271

00:09:12,720 --> 00:09:16,320

link is in the description of this

272

00:09:14,000 --> 00:09:19,040

episode it's a really cool game

273

00:09:16,320 --> 00:09:19,839

very well done and of course in this

274

00:09:19,040 --> 00:09:22,560

case

275

00:09:19,839 --> 00:09:24,000

the language that was used made the

276

00:09:22,560 --> 00:09:25,760

difference because it was kind of part

277

00:09:24,000 --> 00:09:27,279

of the story itself

278

00:09:25,760 --> 00:09:29,040

another great example of a really cool

279

00:09:27,279 --> 00:09:32,640

game written in qb64

280

00:09:29,040 --> 00:09:35,680

is 486 in episode 3 of kb64 report we

281

00:09:32,640 --> 00:09:37,360

talked to jared hoffa who wrote 486

282

00:09:35,680 --> 00:09:39,200

and it's really interesting to learn

283

00:09:37,360 --> 00:09:41,760

more about how it worked out

284

00:09:39,200 --> 00:09:43,279

and how he came to create this game and

285

00:09:41,760 --> 00:09:43,839

if you want to hear our interview please

286

00:09:43,279 --> 00:09:46,800

check out

287

00:09:43,839 --> 00:09:47,920

episode 3 of this podcast now back to

288

00:09:46,800 --> 00:09:51,040

the general idea of

289

00:09:47,920 --> 00:09:53,279

programming a game of developing a game

290

00:09:51,040 --> 00:09:54,640

there is a mantra you can find lots of

291

00:09:53,279 --> 00:09:58,640

people mentioning this

292

00:09:54,640 --> 00:10:00,399

around the web write games not engines

293

00:09:58,640 --> 00:10:01,920

this has to do with the fact that riding

294

00:10:00,399 --> 00:10:04,399

a game engine without an

295

00:10:01,920 --> 00:10:05,839

actual game in mind can lead up to

296

00:10:04,399 --> 00:10:07,440

frustration

297

00:10:05,839 --> 00:10:09,120

imagine you come up with a full flash

298

00:10:07,440 --> 00:10:10,640

game engine that can do physics

299

00:10:09,120 --> 00:10:13,920

collision detection

300

00:10:10,640 --> 00:10:16,000

ray casting whatever you want but

301

00:10:13,920 --> 00:10:17,680

without a goal regarding what game you

302

00:10:16,000 --> 00:10:20,320

want to create with it

303

00:10:17,680 --> 00:10:22,320

high chances of giving you exactly that

304

00:10:20,320 --> 00:10:24,720

a project with no go

305

00:10:22,320 --> 00:10:25,440

that in a github repository that nobody

306

00:10:24,720 --> 00:10:28,160

sees

307

00:10:25,440 --> 00:10:29,040

and here i propose to you a way to avoid

308

00:10:28,160 --> 00:10:31,519

that pitfall

309

00:10:29,040 --> 00:10:32,560

this is like a training ground game

310

00:10:31,519 --> 00:10:34,959

cloning

311

00:10:32,560 --> 00:10:37,440

sometimes you can get great satisfaction

312

00:10:34,959 --> 00:10:39,120

just by the process of coding itself

313

00:10:37,440 --> 00:10:41,040

and that kind of explains why someone

314

00:10:39,120 --> 00:10:42,640

would write a game engine without having

315

00:10:41,040 --> 00:10:45,760

a game in mind i mean

316

00:10:42,640 --> 00:10:46,000

coding is fun but here i want to point

317

00:10:45,760 --> 00:10:48,160

out

318

00:10:46,000 --> 00:10:50,240

the advantage of choosing to clone a

319

00:10:48,160 --> 00:10:51,120

game if you still don't have an idea of

320

00:10:50,240 --> 00:10:53,120

your own

321

00:10:51,120 --> 00:10:55,200

when you clone an existing game you're

322

00:10:53,120 --> 00:10:56,079

dealing with a concept that already

323

00:10:55,200 --> 00:10:57,600

exists

324

00:10:56,079 --> 00:11:00,079

and then you only have to write the

325

00:10:57,600 --> 00:11:02,320

engine for it you already have

326

00:11:00,079 --> 00:11:04,160

a goal in mind when you clone an

327

00:11:02,320 --> 00:11:06,399

existing game either because you want to

328

00:11:04,160 --> 00:11:07,440

give it your own spin or because of the

329

00:11:06,399 --> 00:11:10,240

challenge of

330

00:11:07,440 --> 00:11:11,760

i can do that too you're exercising your

331

00:11:10,240 --> 00:11:14,320

ability to solve problems

332

00:11:11,760 --> 00:11:16,160

and to creatively adapt solutions to

333

00:11:14,320 --> 00:11:17,440

reach the same goals of the gamer being

334

00:11:16,160 --> 00:11:19,839

inspired by

335

00:11:17,440 --> 00:11:21,920

and i speak for myself here when i'm

336

00:11:19,839 --> 00:11:23,279

playing a game casually on my phone i

337

00:11:21,920 --> 00:11:25,279

can't help but think

338

00:11:23,279 --> 00:11:27,279

how can i write this and most of the

339

00:11:25,279 --> 00:11:30,240

games i have written myself

340

00:11:27,279 --> 00:11:30,880

have been clones i think it's like the

341

00:11:30,240 --> 00:11:33,279

feeling

342

00:11:30,880 --> 00:11:33,920

somebody who loves to cook for example

343

00:11:33,279 --> 00:11:35,760

gets

344

00:11:33,920 --> 00:11:37,839

when they go to a fancy restaurant and

345

00:11:35,760 --> 00:11:40,560

they eat a delicious meal

346

00:11:37,839 --> 00:11:43,200

they want to try to recreate it because

347

00:11:40,560 --> 00:11:46,560

they want to know what led

348

00:11:43,200 --> 00:11:47,600

to that flavor i mean what mixture of

349

00:11:46,560 --> 00:11:50,079

ingredients

350

00:11:47,600 --> 00:11:51,600

generated that amazing experience and

351

00:11:50,079 --> 00:11:53,680

don't tell me this process is not

352

00:11:51,600 --> 00:11:55,920

present in all forms of art

353

00:11:53,680 --> 00:11:57,920

you will find hundreds of cover videos

354

00:11:55,920 --> 00:12:00,079

of popular songs on youtube

355

00:11:57,920 --> 00:12:01,519

you will find stories written based on

356

00:12:00,079 --> 00:12:04,560

popular book series

357

00:12:01,519 --> 00:12:05,680

the so-called fanfics and painters who

358

00:12:04,560 --> 00:12:07,920

are beginning will

359

00:12:05,680 --> 00:12:10,639

eventually try their hand at recreating

360

00:12:07,920 --> 00:12:13,040

a famous painting sometime and of course

361

00:12:10,639 --> 00:12:13,760

what's left at the end is a replica yes

362

00:12:13,040 --> 00:12:15,920

but you

363

00:12:13,760 --> 00:12:16,800

as a colder come out of this cloning

364

00:12:15,920 --> 00:12:19,200

process

365

00:12:16,800 --> 00:12:20,720

a more experienced person who eventually

366

00:12:19,200 --> 00:12:22,480

will be able to roll your own

367

00:12:20,720 --> 00:12:24,160

and come up with an original game idea

368

00:12:22,480 --> 00:12:26,079

yourself if that's your ambition

369

00:12:24,160 --> 00:12:27,839

if you want to try out a few more games

370

00:12:26,079 --> 00:12:30,399

written qb64

371

00:12:27,839 --> 00:12:30,959

go to our forum and check out the games

372

00:12:30,399 --> 00:12:33,360

board

373

00:12:30,959 --> 00:12:35,920

you will find some gems like dragon

374

00:12:33,360 --> 00:12:38,399

warrior written by cobalt my friend dave

375

00:12:35,920 --> 00:12:40,959

there's a really well done flappy bird

376

00:12:38,399 --> 00:12:41,839

clone by terry richie i really recommend

377

00:12:40,959 --> 00:12:43,760

checking out

378

00:12:41,839 --> 00:12:46,079

as well as several original games there

379

00:12:43,760 --> 00:12:46,480

too the qb64 games i've brought to you

380

00:12:46,079 --> 00:12:48,639

today

381

00:12:46,480 --> 00:12:50,240

are examples of cool and fun games to

382

00:12:48,639 --> 00:12:52,320

play and they prove

383

00:12:50,240 --> 00:12:54,399

that a game written in basic can be

384

00:12:52,320 --> 00:12:56,000

engaging and be fun

385

00:12:54,399 --> 00:12:59,040

but that of course is something we've

386

00:12:56,000 --> 00:13:00,800

all known since gorilla.based times

387

00:12:59,040 --> 00:13:02,399

and now it's just a matter of getting to

388

00:13:00,800 --> 00:13:03,519

it let us know what you think about this

389

00:13:02,399 --> 00:13:07,240

discussion

390

00:13:03,519 --> 00:13:12,880

join us at twitter.com qb6014

391

00:13:07,240 --> 00:13:16,079

qb64.org forum discord.qb64.org

392

00:13:12,880 --> 00:13:17,760

this was cb64 report i'm philippe

393

00:13:16,079 --> 00:13:21,839

thank you for listening and catch you

394

00:13:17,760 --> 00:13:21,839

next time

395

00:13:34,959 --> 00:13:37,040

you