1

00:00:00,000 --> 00:00:02,000

[Music]

2

00:00:00,240 --> 00:00:04,480

hello everyone and welcome to another

3

00:00:02,000 --> 00:00:07,520

episode of qb64 report

4

00:00:04,480 --> 00:00:10,719

our podcast on all things qb64

5

00:00:07,520 --> 00:00:12,639

and then more i'm your host philippe

6

00:00:10,719 --> 00:00:14,559

in today's episode let's continue

7

00:00:12,639 --> 00:00:17,680

talking about game development and

8

00:00:14,559 --> 00:00:20,560

specifically game cloning in qb64

9

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

let's hear from dave aka cobalt or the

10

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

other way around as he prefers it

11

00:00:22,320 --> 00:00:26,480

as he describes his process into cloning

12

00:00:24,720 --> 00:00:28,400

the games he has already cloned

13

00:00:26,480 --> 00:00:30,720

and as he walks us through his upcoming

14

00:00:28,400 --> 00:00:33,359

project without further ado

15

00:00:30,720 --> 00:00:33,359

here's dave

16

00:00:33,840 --> 00:00:37,920

hello guys this is kobold aka dave here

17

00:00:36,000 --> 00:00:39,920

today to talk a little bit about why i

18

00:00:37,920 --> 00:00:41,280

choose to continue to use basic as a

19

00:00:39,920 --> 00:00:44,399

game development platform

20

00:00:41,280 --> 00:00:46,000

and why i choose qb64 in particular

21

00:00:44,399 --> 00:00:47,920

i will also touch a little bit on the

22

00:00:46,000 --> 00:00:50,160

aspects of cloning games and the ways it

23

00:00:47,920 --> 00:00:51,360

can be helpful and great way to learn

24

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

new techniques

25

00:00:51,360 --> 00:00:55,680

and i also give a little insight as to

26

00:00:53,440 --> 00:00:56,559

the process i use when working on a game

27

00:00:55,680 --> 00:00:59,680

clone

28

00:00:56,559 --> 00:01:00,800

like dragon warrior tetris even the old

29

00:00:59,680 --> 00:01:03,920

dos game i cloned

30

00:01:00,800 --> 00:01:05,680

archery so it's 20 20 and i'm still

31

00:01:03,920 --> 00:01:08,159

coding my games in basic

32

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

why you might ask well it is in part due

33

00:01:08,159 --> 00:01:10,720

to my familiarity with the basic

34

00:01:09,680 --> 00:01:13,200

language

35

00:01:10,720 --> 00:01:15,840

having used it for nearly 30 years now i

36

00:01:13,200 --> 00:01:18,159

find it quite easy and convenient

37

00:01:15,840 --> 00:01:19,520

i also like having a lot of control in

38

00:01:18,159 --> 00:01:21,280

my programs

39

00:01:19,520 --> 00:01:22,640

sure it's nice sometimes not to have to

40

00:01:21,280 --> 00:01:24,400

worry about how things are going

41

00:01:22,640 --> 00:01:26,479

underneath the hood

42

00:01:24,400 --> 00:01:27,439

but at the same time you can find

43

00:01:26,479 --> 00:01:29,439

yourself in a situation

44

00:01:27,439 --> 00:01:30,880

where that doesn't do exactly what you

45

00:01:29,439 --> 00:01:31,920

want and you need to tweak it a little

46

00:01:30,880 --> 00:01:34,880

bit to get it to

47

00:01:31,920 --> 00:01:36,240

do what you want in your program and a

48

00:01:34,880 --> 00:01:37,840

lot of these

49

00:01:36,240 --> 00:01:39,840

shall we say more modern programming

50

00:01:37,840 --> 00:01:41,360

language don't allow that for you you

51

00:01:39,840 --> 00:01:44,640

just type it in that's all you get

52

00:01:41,360 --> 00:01:45,280

you can't adjust it exactly how you want

53

00:01:44,640 --> 00:01:48,799

it

54

00:01:45,280 --> 00:01:49,200

so sticking with qb64 feels more natural

55

00:01:48,799 --> 00:01:50,560

to me

56

00:01:49,200 --> 00:01:52,079

it presents me with all the commands

57

00:01:50,560 --> 00:01:53,439

that i'm already familiar with and know

58

00:01:52,079 --> 00:01:55,920

how to use

59

00:01:53,439 --> 00:01:57,280

but it also adds several new commands

60

00:01:55,920 --> 00:02:00,079

that make certain things

61

00:01:57,280 --> 00:02:01,600

easier but it still allows me to work

62

00:02:00,079 --> 00:02:04,719

around mostly issues

63

00:02:01,600 --> 00:02:06,479

that basic tends to have now with its

64

00:02:04,719 --> 00:02:09,039

lack of major limitations

65

00:02:06,479 --> 00:02:11,920

like module size and memory constraints

66

00:02:09,039 --> 00:02:14,400

as its predecessor qb45 had

67

00:02:11,920 --> 00:02:15,599

it opens basic up to a much larger realm

68

00:02:14,400 --> 00:02:17,840

of possibilities

69

00:02:15,599 --> 00:02:18,879

and it also allows nowadays for

70

00:02:17,840 --> 00:02:21,680

cross-platform

71

00:02:18,879 --> 00:02:23,120

capabilities that gives your programs a

72

00:02:21,680 --> 00:02:25,120

larger audience

73

00:02:23,120 --> 00:02:28,400

and those are some of the reasons i

74

00:02:25,120 --> 00:02:30,239

choose to stick with basic mqb64

75

00:02:28,400 --> 00:02:31,840

but i guess the biggest reason is it's

76

00:02:30,239 --> 00:02:33,440

fun i enjoy it

77

00:02:31,840 --> 00:02:34,879

if i didn't enjoy it i wish i wouldn't

78

00:02:33,440 --> 00:02:37,840

do it still

79

00:02:34,879 --> 00:02:39,519

so probably the biggest thing i find in

80

00:02:37,840 --> 00:02:41,280

selecting something you want to do is

81

00:02:39,519 --> 00:02:43,120

if you enjoy it or not if you don't

82

00:02:41,280 --> 00:02:47,120

enjoy it don't bother with it

83

00:02:43,120 --> 00:02:47,920

so i enjoy basic i enjoy qb64 and being

84

00:02:47,120 --> 00:02:49,599

part of it

85

00:02:47,920 --> 00:02:51,280

so i'm gonna stick with it for quite a

86

00:02:49,599 --> 00:02:53,280

long time

87

00:02:51,280 --> 00:02:55,200

now any of you that have been around for

88

00:02:53,280 --> 00:02:57,840

a while know that i'm

89

00:02:55,200 --> 00:02:58,720

really into cloning old games from the

90

00:02:57,840 --> 00:03:01,680

80s

91

00:02:58,720 --> 00:03:02,159

nintendo games sega games even old dos

92

00:03:01,680 --> 00:03:04,319

games

93

00:03:02,159 --> 00:03:05,680

which brings me to the topic of cloning

94

00:03:04,319 --> 00:03:07,280

existing games

95

00:03:05,680 --> 00:03:09,360

now why do i spend a lot of time working

96

00:03:07,280 --> 00:03:11,680

on clones of existing games you may ask

97

00:03:09,360 --> 00:03:13,280

isn't that like reinventing the wheel

98

00:03:11,680 --> 00:03:15,519

why not spend my time

99

00:03:13,280 --> 00:03:16,800

working on something new it's bright and

100

00:03:15,519 --> 00:03:19,680

shiny and stuff

101

00:03:16,800 --> 00:03:20,800

all the sparkles of today well a lot of

102

00:03:19,680 --> 00:03:22,560

it comes down

103

00:03:20,800 --> 00:03:23,920

to just what actually goes into

104

00:03:22,560 --> 00:03:25,760

developing the game

105

00:03:23,920 --> 00:03:27,519

and that is to say that most games

106

00:03:25,760 --> 00:03:29,760

though not all as a result

107

00:03:27,519 --> 00:03:30,959

of a big team you know you'll have

108

00:03:29,760 --> 00:03:32,720

people that

109

00:03:30,959 --> 00:03:34,799

make the storyline you'll have the

110

00:03:32,720 --> 00:03:35,599

programs you'll have the artists and the

111

00:03:34,799 --> 00:03:37,840

musicians

112

00:03:35,599 --> 00:03:39,760

and they all contribute to it they're

113

00:03:37,840 --> 00:03:41,680

all working on it together

114

00:03:39,760 --> 00:03:43,360

and that's kind of how it works out

115

00:03:41,680 --> 00:03:45,040

there if you've ever actually

116

00:03:43,360 --> 00:03:47,120

looked at the game or played a game and

117

00:03:45,040 --> 00:03:49,120

actually watch the credits there's quite

118

00:03:47,120 --> 00:03:50,959

a few people in that list

119

00:03:49,120 --> 00:03:53,280

now while this doesn't hold true for all

120

00:03:50,959 --> 00:03:54,239

games back in the days of the atari and

121

00:03:53,280 --> 00:03:56,799

the intellivision

122

00:03:54,239 --> 00:03:58,080

you might have only had a handful if not

123

00:03:56,799 --> 00:03:59,920

just one or two people

124

00:03:58,080 --> 00:04:02,319

making the entire game but those games

125

00:03:59,920 --> 00:04:04,560

of course were fit on a chip that was

126

00:04:02,319 --> 00:04:05,840

four kilobytes in size or less even

127

00:04:04,560 --> 00:04:08,640

sometimes

128

00:04:05,840 --> 00:04:11,280

so you know for like one person like

129

00:04:08,640 --> 00:04:13,920

myself to make an entire game

130

00:04:11,280 --> 00:04:14,400

yeah i probably could but it would take

131

00:04:13,920 --> 00:04:16,959

the

132

00:04:14,400 --> 00:04:18,799

impractical it would be an impractical

133

00:04:16,959 --> 00:04:20,880

expenditure of my time

134

00:04:18,799 --> 00:04:21,840

trying to do all that together and that

135

00:04:20,880 --> 00:04:23,919

and

136

00:04:21,840 --> 00:04:25,280

you know certain skill sets i don't have

137

00:04:23,919 --> 00:04:27,040

like i'm not going to be able to compose

138

00:04:25,280 --> 00:04:28,960

the music for my games

139

00:04:27,040 --> 00:04:30,160

and one game in particular that i know

140

00:04:28,960 --> 00:04:33,360

was made by

141

00:04:30,160 --> 00:04:36,960

one person was even coded in q basic

142

00:04:33,360 --> 00:04:38,000

4.5 back in 1997's a game called reaping

143

00:04:36,960 --> 00:04:41,040

the dungeon

144

00:04:38,000 --> 00:04:42,000

made by ron hughes and he came up with a

145

00:04:41,040 --> 00:04:43,600

story for it

146

00:04:42,000 --> 00:04:46,160

and he wrote all the code and even made

147

00:04:43,600 --> 00:04:48,560

a custom font to use in the game

148

00:04:46,160 --> 00:04:50,639

so it is possible for one person to make

149

00:04:48,560 --> 00:04:54,080

a pretty fun game and sell it too

150

00:04:50,639 --> 00:04:56,880

that was actually for sale back then so

151

00:04:54,080 --> 00:04:58,240

why clone well there's several reasons

152

00:04:56,880 --> 00:05:00,000

you know

153

00:04:58,240 --> 00:05:01,280

perhaps you just want to challenge a

154

00:05:00,000 --> 00:05:03,280

scene if you can remake

155

00:05:01,280 --> 00:05:04,400

a game that you used to like or maybe

156

00:05:03,280 --> 00:05:06,160

you're curious

157

00:05:04,400 --> 00:05:08,560

as to how they could have done something

158

00:05:06,160 --> 00:05:11,039

in a game and you want to

159

00:05:08,560 --> 00:05:13,039

try to reverse engineer that to see if

160

00:05:11,039 --> 00:05:15,120

you can make the same effect

161

00:05:13,039 --> 00:05:16,639

or perhaps you just want to learn how to

162

00:05:15,120 --> 00:05:18,880

do some of the

163

00:05:16,639 --> 00:05:20,320

ins and outs of any games so you can put

164

00:05:18,880 --> 00:05:22,800

it towards

165

00:05:20,320 --> 00:05:23,840

something of your own design there are

166

00:05:22,800 --> 00:05:25,759

so many reasons

167

00:05:23,840 --> 00:05:27,360

and philippe already touched a bit on

168

00:05:25,759 --> 00:05:29,440

those in episode six

169

00:05:27,360 --> 00:05:31,039

and it's always possible that maybe you

170

00:05:29,440 --> 00:05:33,039

just want to bring

171

00:05:31,039 --> 00:05:35,039

an old favorite give me yours to modern

172

00:05:33,039 --> 00:05:36,000

os's where you don't have to use an

173

00:05:35,039 --> 00:05:38,160

emulator

174

00:05:36,000 --> 00:05:39,120

to play it cloning it makes that

175

00:05:38,160 --> 00:05:42,880

possible

176

00:05:39,120 --> 00:05:45,199

and qb64 would lend itself well to that

177

00:05:42,880 --> 00:05:46,240

being that it can be used on modern

178

00:05:45,199 --> 00:05:49,039

operating systems

179

00:05:46,240 --> 00:05:51,360

across platforms now when i first start

180

00:05:49,039 --> 00:05:52,000

to clone a project i often spend a large

181

00:05:51,360 --> 00:05:55,360

amount of time

182

00:05:52,000 --> 00:05:57,520

playing the actual game on a clone

183

00:05:55,360 --> 00:05:58,639

and learn as much as i can about the

184

00:05:57,520 --> 00:06:01,759

gameplay from that

185

00:05:58,639 --> 00:06:03,440

aspect i often replay parts of that game

186

00:06:01,759 --> 00:06:05,199

over and over and over

187

00:06:03,440 --> 00:06:07,280

really looking at what's going on on the

188

00:06:05,199 --> 00:06:08,880

screen lots of saving

189

00:06:07,280 --> 00:06:10,479

playing a little bit reloading it

190

00:06:08,880 --> 00:06:12,960

playing a little bit reloading it just

191

00:06:10,479 --> 00:06:13,759

over and over and over then i have to

192

00:06:12,960 --> 00:06:16,240

try to think of

193

00:06:13,759 --> 00:06:16,960

how they might be doing that how would

194

00:06:16,240 --> 00:06:19,120

they

195

00:06:16,960 --> 00:06:20,800

what's one way they could have achieved

196

00:06:19,120 --> 00:06:22,960

that effect i mean how could

197

00:06:20,800 --> 00:06:25,440

i do something similar to that effect or

198

00:06:22,960 --> 00:06:28,880

copy it exactly with what i already know

199

00:06:25,440 --> 00:06:31,039

what i already know and thus i've begun

200

00:06:28,880 --> 00:06:31,360

the cloning process i didn't even start

201

00:06:31,039 --> 00:06:33,360

out

202

00:06:31,360 --> 00:06:34,639

thinking that i'm gonna make the game

203

00:06:33,360 --> 00:06:36,560

more often than not

204

00:06:34,639 --> 00:06:37,680

i end up making a small research and

205

00:06:36,560 --> 00:06:39,840

development program

206

00:06:37,680 --> 00:06:41,600

an r d program as i refer to them and

207

00:06:39,840 --> 00:06:44,240

i'm simply trying to recreate

208

00:06:41,600 --> 00:06:45,360

one particular part of the game maybe

209

00:06:44,240 --> 00:06:48,720

it's a

210

00:06:45,360 --> 00:06:51,199

movement routine or a layering of the

211

00:06:48,720 --> 00:06:51,199

screen

212

00:06:51,680 --> 00:06:55,919

and that's where it begins from and it

213

00:06:54,000 --> 00:06:57,280

grows from there

214

00:06:55,919 --> 00:06:58,479

you know as with dragon warrior i

215

00:06:57,280 --> 00:06:59,599

started out just seeing if i could

216

00:06:58,479 --> 00:07:01,520

remake the maps

217

00:06:59,599 --> 00:07:02,800

and be able to travel around the maps as

218

00:07:01,520 --> 00:07:04,800

it does in the game

219

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

and once that was working i kept adding

220

00:07:04,800 --> 00:07:08,240

little bits to see if i could get that

221

00:07:06,800 --> 00:07:10,720

to work with it as well

222

00:07:08,240 --> 00:07:12,000

and the game already existed so i didn't

223

00:07:10,720 --> 00:07:12,800

have to worry about coming up with

224

00:07:12,000 --> 00:07:15,280

graphics

225

00:07:12,800 --> 00:07:16,080

or the story i could just focus on the

226

00:07:15,280 --> 00:07:17,520

code itself

227

00:07:16,080 --> 00:07:19,919

and getting that code to do what i

228

00:07:17,520 --> 00:07:21,919

needed it to and i was simply able to

229

00:07:19,919 --> 00:07:24,400

download the graphics and sounds and

230

00:07:21,919 --> 00:07:25,440

put them in and work with them without

231

00:07:24,400 --> 00:07:27,919

actually stopping

232

00:07:25,440 --> 00:07:30,160

now that doesn't mean that it was all

233

00:07:27,919 --> 00:07:33,520

perfect and ready to go i had to

234

00:07:30,160 --> 00:07:34,479

fix some of the graphics i found i even

235

00:07:33,520 --> 00:07:37,280

added a couple

236

00:07:34,479 --> 00:07:38,960

sprites to work with as well so cloning

237

00:07:37,280 --> 00:07:41,120

the game can take a lot of the

238

00:07:38,960 --> 00:07:42,960

stress of creating it off you as the

239

00:07:41,120 --> 00:07:44,800

programmer but still be fulfilling by

240

00:07:42,960 --> 00:07:46,479

allowing you to create the entire game

241

00:07:44,800 --> 00:07:49,039

from start to finish

242

00:07:46,479 --> 00:07:50,000

in your own code and while usually when

243

00:07:49,039 --> 00:07:53,440

i start a clone

244

00:07:50,000 --> 00:07:55,840

i'm fully intent on being exactly

245

00:07:53,440 --> 00:07:56,639

faithful recreation of that game doesn't

246

00:07:55,840 --> 00:07:58,639

mean

247

00:07:56,639 --> 00:07:59,840

that i always stick to that as with

248

00:07:58,639 --> 00:08:02,240

dragon where i

249

00:07:59,840 --> 00:08:04,160

added the sprites for the player so

250

00:08:02,240 --> 00:08:07,280

working through a game you can often

251

00:08:04,160 --> 00:08:09,440

find yourself thinking that something

252

00:08:07,280 --> 00:08:10,720

well it might be neat if i add this or

253

00:08:09,440 --> 00:08:12,400

there was something that

254

00:08:10,720 --> 00:08:14,400

you never really liked about the game

255

00:08:12,400 --> 00:08:16,720

maybe

256

00:08:14,400 --> 00:08:17,680

it felt pointless to you or the

257

00:08:16,720 --> 00:08:20,800

challenges

258

00:08:17,680 --> 00:08:23,360

in the game was too easy at one point

259

00:08:20,800 --> 00:08:24,080

well this is your chance to make the

260

00:08:23,360 --> 00:08:27,599

game

261

00:08:24,080 --> 00:08:29,280

yours in that particular way and the

262

00:08:27,599 --> 00:08:30,879

example i was given dragon warrior

263

00:08:29,280 --> 00:08:32,880

adding

264

00:08:30,879 --> 00:08:34,240

the sprites for the character in the

265

00:08:32,880 --> 00:08:35,519

loincloth because you

266

00:08:34,240 --> 00:08:37,680

start out the game you actually have to

267

00:08:35,519 --> 00:08:39,039

buy clothes you actually come out with

268

00:08:37,680 --> 00:08:41,919

no armor whatsoever

269

00:08:39,039 --> 00:08:43,200

i thought well why is the sprite dressed

270

00:08:41,919 --> 00:08:44,640

in the blue armor from the beginning if

271

00:08:43,200 --> 00:08:47,600

you have to buy it

272

00:08:44,640 --> 00:08:48,880

so i made a little loincloth sprite for

273

00:08:47,600 --> 00:08:50,959

the character to

274

00:08:48,880 --> 00:08:52,000

run around with until you buy armor

275

00:08:50,959 --> 00:08:53,760

which actually

276

00:08:52,000 --> 00:08:56,160

made it necessary not just to add those

277

00:08:53,760 --> 00:08:58,800

few sprites but to add

278

00:08:56,160 --> 00:09:00,480

extra code to that section of the

279

00:08:58,800 --> 00:09:01,360

program to deal with those new sprites

280

00:09:00,480 --> 00:09:02,880

and that

281

00:09:01,360 --> 00:09:04,720

option that you could play for a little

282

00:09:02,880 --> 00:09:06,240

while without even

283

00:09:04,720 --> 00:09:08,080

having armor walking around your

284

00:09:06,240 --> 00:09:10,000

loincloth beating up slimes

285

00:09:08,080 --> 00:09:12,080

and you know looking back up on it now i

286

00:09:10,000 --> 00:09:13,760

probably could have

287

00:09:12,080 --> 00:09:16,080

added or changed some things in the

288

00:09:13,760 --> 00:09:17,920

story itself

289

00:09:16,080 --> 00:09:19,600

reflecting on the fact that you're

290

00:09:17,920 --> 00:09:21,360

walking around in a wine cloth

291

00:09:19,600 --> 00:09:23,279

you know maybe have some people taken

292

00:09:21,360 --> 00:09:26,160

aback by this in the game but

293

00:09:23,279 --> 00:09:26,560

it's totally up to you in the project

294

00:09:26,160 --> 00:09:28,560

and

295

00:09:26,560 --> 00:09:30,800

you know how far do you want to take it

296

00:09:28,560 --> 00:09:32,720

how much more do you want to put into it

297

00:09:30,800 --> 00:09:33,839

because you don't have to worry about

298

00:09:32,720 --> 00:09:35,760

the bulk of the work

299

00:09:33,839 --> 00:09:38,160

so you can always add what you would

300

00:09:35,760 --> 00:09:41,519

like to or take away what you don't like

301

00:09:38,160 --> 00:09:44,080

hence one of the aspects of cloning that

302

00:09:41,519 --> 00:09:44,640

i find rather attractive is i don't have

303

00:09:44,080 --> 00:09:46,880

to

304

00:09:44,640 --> 00:09:48,399

worry about anything except the code you

305

00:09:46,880 --> 00:09:49,760

know how that code works

306

00:09:48,399 --> 00:09:51,519

now depending on just what you want to

307

00:09:49,760 --> 00:09:53,200

get out of your cloning experience

308

00:09:51,519 --> 00:09:54,800

will vary just how much effort you might

309

00:09:53,200 --> 00:09:56,720

consider putting into the work

310

00:09:54,800 --> 00:09:58,160

like with the dos game archery that i

311

00:09:56,720 --> 00:09:59,920

cloned at first

312

00:09:58,160 --> 00:10:01,600

all i did was screen capture the

313

00:09:59,920 --> 00:10:04,079

graphics and just

314

00:10:01,600 --> 00:10:04,880

you know use load image load up

315

00:10:04,079 --> 00:10:06,959

everything and

316

00:10:04,880 --> 00:10:07,920

take the sprites as you know that game

317

00:10:06,959 --> 00:10:10,880

was

318

00:10:07,920 --> 00:10:12,480

back in cga graphics in a 320 by 200

319

00:10:10,880 --> 00:10:15,440

screen with four colors

320

00:10:12,480 --> 00:10:16,800

and just made it look and move the same

321

00:10:15,440 --> 00:10:18,720

way like the original did

322

00:10:16,800 --> 00:10:20,000

it was only when i was actually doing

323

00:10:18,720 --> 00:10:21,600

some research in the game

324

00:10:20,000 --> 00:10:24,399

looking who had originally created it

325

00:10:21,600 --> 00:10:25,040

that i found the actual basic code for

326

00:10:24,399 --> 00:10:26,959

it so i

327

00:10:25,040 --> 00:10:28,399

actually added the code that drew the

328

00:10:26,959 --> 00:10:30,560

original graphics in there

329

00:10:28,399 --> 00:10:32,000

to uh just to make it that little bit

330

00:10:30,560 --> 00:10:33,519

more original

331

00:10:32,000 --> 00:10:35,200

which leads me into researching a

332

00:10:33,519 --> 00:10:37,360

project again with dragon warrior i

333

00:10:35,200 --> 00:10:39,519

spent a huge amount of time online

334

00:10:37,360 --> 00:10:41,120

looking for informations on the on the

335

00:10:39,519 --> 00:10:42,320

battle formulas in particular

336

00:10:41,120 --> 00:10:44,560

and i found a couple different

337

00:10:42,320 --> 00:10:45,360

variations along with certain tables to

338

00:10:44,560 --> 00:10:46,640

use

339

00:10:45,360 --> 00:10:48,640

that can determine the outcome of

340

00:10:46,640 --> 00:10:52,240

certain events now will this

341

00:10:48,640 --> 00:10:54,320

be possible with any game probably not

342

00:10:52,240 --> 00:10:56,079

as i'm working on my current project

343

00:10:54,320 --> 00:10:59,279

fantasy star i found that there is

344

00:10:56,079 --> 00:11:00,000

very little actual information on the

345

00:10:59,279 --> 00:11:03,440

code

346

00:11:00,000 --> 00:11:05,760

out there and even a lot of the sprites

347

00:11:03,440 --> 00:11:07,200

and graphics aren't even out there yet

348

00:11:05,760 --> 00:11:09,360

for some reason

349

00:11:07,200 --> 00:11:10,959

so i'm actually having to use the game

350

00:11:09,360 --> 00:11:14,079

and screen capture the stuff

351

00:11:10,959 --> 00:11:15,279

for that game to uh to fill in the holes

352

00:11:14,079 --> 00:11:19,680

that are out there

353

00:11:15,279 --> 00:11:21,920

so there's a lot more uh startup effort

354

00:11:19,680 --> 00:11:22,800

with fantasy star than say i had with

355

00:11:21,920 --> 00:11:25,839

dragon ware

356

00:11:22,800 --> 00:11:26,480

so as for a hobbyist programmer your

357

00:11:25,839 --> 00:11:28,720

time is

358

00:11:26,480 --> 00:11:30,160

probably be the single biggest

359

00:11:28,720 --> 00:11:31,760

investment in your game

360

00:11:30,160 --> 00:11:33,519

whether it's the clone of an existing

361

00:11:31,760 --> 00:11:34,480

game or a wonderful new creation that

362

00:11:33,519 --> 00:11:36,000

you've come up with

363

00:11:34,480 --> 00:11:38,240

and whether that game is created in

364

00:11:36,000 --> 00:11:41,360

basic or some other language

365

00:11:38,240 --> 00:11:43,680

the key factor to remember is

366

00:11:41,360 --> 00:11:44,800

if you're going to invest that much time

367

00:11:43,680 --> 00:11:46,399

you want that game to come out

368

00:11:44,800 --> 00:11:46,959

interesting and entertaining whether you

369

00:11:46,399 --> 00:11:50,560

use

370

00:11:46,959 --> 00:11:53,600

java c plus plus or q b64

371

00:11:50,560 --> 00:11:54,800

so even the simplest text games can be

372

00:11:53,600 --> 00:11:56,880

fun

373

00:11:54,800 --> 00:11:58,399

if they're presented properly they don't

374

00:11:56,880 --> 00:11:59,839

have to be big they don't have to be

375

00:11:58,399 --> 00:12:01,600

involved

376

00:11:59,839 --> 00:12:02,959

there's a lot of fun little games out

377

00:12:01,600 --> 00:12:05,279

there and there's a

378

00:12:02,959 --> 00:12:06,480

large number back with dos because they

379

00:12:05,279 --> 00:12:08,399

didn't have a whole lot

380

00:12:06,480 --> 00:12:10,160

to work with back then there's a lot of

381

00:12:08,399 --> 00:12:12,800

games back then that

382

00:12:10,160 --> 00:12:14,560

aren't very big but they're fun and very

383

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

replayable

384

00:12:14,560 --> 00:12:19,200

if that's the kind of games you get into

385

00:12:16,720 --> 00:12:21,440

in terms of programming a game

386

00:12:19,200 --> 00:12:23,440

an actual game development there's a

387

00:12:21,440 --> 00:12:25,680

huge variation in what you can

388

00:12:23,440 --> 00:12:27,600

get away with and call it a game you

389

00:12:25,680 --> 00:12:30,000

just have to keep in mind

390

00:12:27,600 --> 00:12:31,680

that you want your game to be fun you

391

00:12:30,000 --> 00:12:34,560

want somebody to get

392

00:12:31,680 --> 00:12:36,880

some enjoyment out of playing the game

393

00:12:34,560 --> 00:12:39,920

so what do you think about all this

394

00:12:36,880 --> 00:12:44,600

join the discussion qb64.org

395

00:12:39,920 --> 00:12:47,040

forum or join the live talk at discord

396

00:12:44,600 --> 00:12:47,680

discord.qb64.org thank you very much for

397

00:12:47,040 --> 00:12:50,839

listening

398

00:12:47,680 --> 00:12:53,839

i'm felipe and i'll catch you next time

399

00:12:50,839 --> 00:12:53,839

bye