




Congratulations You Finished



Organizations

Playcrafting & Play NYC



Playcrafting is a local game development community that serves as a connection between game developers and publishers. They also organize annual indie game development conventions known as Play NYC.

To get involved, consider joining their Discord server where they host various events throughout the year, which they will announce in the community.

You can also attend Play NYC as a guest by purchasing a badge to see what's happening. Alternatively, if you're part of the Discord community, you can volunteer.

This is an excellent opportunity to meet indie game developers who are actively working on their next games.

<https://playcrafting.com/>

<https://play-nyc.com/>



Playcrafting



NYU Game Center



The NYU Game Center, part of New York University's renowned Tisch School of the Arts, is the Department of Game Design. They offer a diverse range of courses in game design, development, and game studies. Various study options are available, including a BFA in Game Design, an MFA in Game Design, an undergraduate minor, and numerous courses open to all NYU students. You can find more information about their academic programs and courses [Click here to learn more about our academic programs and courses.](#)

While the program is costly due to it being a private college, the NYU Game Center remains accessible to the public. They frequently host free lectures featuring industry professionals who share their game development experiences. Additionally, they organize playtesting sessions, allowing individuals to showcase their games or try out others.

Sebastian Grygorczuk



Follow their social media and join the mailing list to see upcoming events and play test sessions.

<https://gamecenter.nyu.edu/follow/>

GUMBO



The EGD Collective is a grassroots movement spanning across North America with the mission of aiding every student in completing their education and finding their path within the gaming industry.

This community originally originated at Hunter College and has grown into a cross-college network where students help each other break into the gaming industry.

Earlier this year, they organized a game convention called Waffle Games, featuring speakers from the NYC game industry. The event also provided students and indie developers with the opportunity to showcase their games.



Follow their social media join their mail list or discord to keep track of events they host.

<https://www.egdcollective.org/community>

GUMBO



The Gumbo Collective is a community of local indie game studios that collaborate to share a workspace in Brooklyn. At this shared space, individuals can rent a desk, providing them with a dedicated place to work.

The Gumbo Collective also organizes monthly playtest sessions for both video games and board games. It's an excellent opportunity to connect with other indie game developers and receive valuable feedback on your work.

<https://gumbonyc.org/>



The group uses MeetUp app to post their upcoming events.

<https://www.meetup.com/gumbo-collective/>

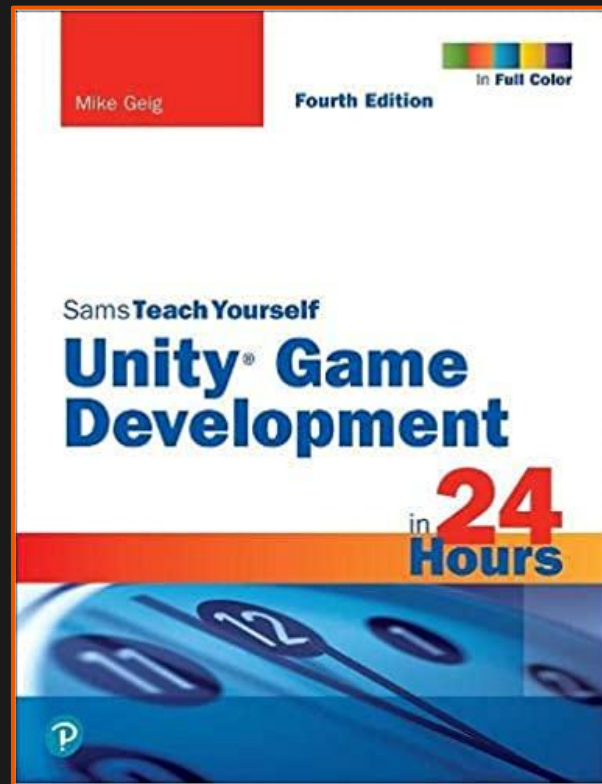


Resources

Unity Game Development in 24 Hours 4th Edition by Mike Geig

Unity Game Development in 24 Hours 4th Edition is an ideal textbook to use to learn game development because it's an introduction to Unity and many of its designer focused tools with programming included, but not programmer focused.

This is the book I used as a basis for my class curriculum when I teach game development. It can be simple and you will need to look elsewhere for deeper looks into subjects presented but it's a great entry point.




Unity Pathways

Unity has its own coursework that's free and it will teach you all of the aspects of Unity.

Studying the Unity Essentials and Junior Programmer will give you more than enough knowledge to start building any game.

<https://learn.unity.com/learn/pathways>




Unity Essentials

2 weeks • Foundational +600 XP

New to Unity? This guided learning Pathway includes everything you need to get started.

[Unity Essentials Pathway ↗](#)




Junior Programmer

12 weeks • Foundational +3000 XP

Ready to code? This guided learning Pathway will take you from zero to job-ready!

[Junior Programmer Pathway ↗](#)




Creative Core

10 weeks • Beginner +3000 XP

Ready for more? Level up your core understanding of Unity with the creative aspects of the engine.

[Creative Core Pathway ↗](#)




VR Development

6 weeks • Beginner +600 XP

Ready to develop for VR? This guided learning Pathway will prepare you for a job in the VR industry!

[VR Development Pathway ↗](#)



Mobile AR Development

8 weeks • Foundational +600 XP

Ready to create AR experiences? In this learning pathway, you'll develop AR apps compatible with iOS and Android devices!

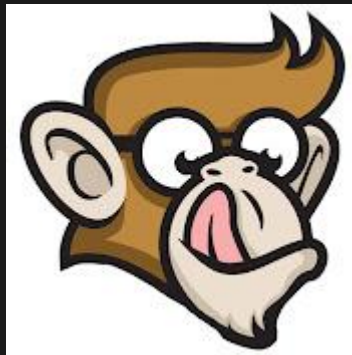
[Mobile AR Development Pathway ↗](#)

YouTube

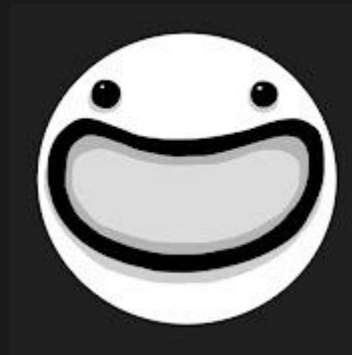


Outside of the traditional ways of learning I highly suggest using YouTube, there's a lot of independent game developers documenting their journeys and sharing tips and tricks they've learned on their paths.

Here are some of the ones I recommend for learning but always feel free to look for more.



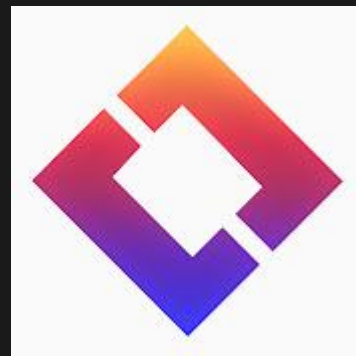
[Code Monkey](#)



[Blackthornprod](#)



[Tarodev](#)



[Brackeys](#)



Get Involved

itch.io & Game Jams

itch.io is a website that hosts independent games, assets, and game jams. You can try out games in the browser and upload your own for the world to see.

Joining game jams is a great way to test your skills and put pressure on yourself to finish a project.

These jams can last from as short as one hour to several months, but I would recommend participating in one that lasts a week or two.

The screenshot shows the itch.io website interface. At the top, there's a navigation bar with links: Browse, Halloween Sale 2023, Developer Logs, Jams, Dashboard, Feed, and Community. A search bar is on the right. Below the navigation bar, the main content area displays 'Top Games' with 834,387 results. The 'Sort by' dropdown is set to 'Popular'. Below the sort options, there are tags for game genres: Horror, Atmospheric, Creepy, 3D, Singleplayer, First-Person, Short, Retro, PSX (PlayStation), and Psychological Horror. The main grid shows several game thumbnails with titles and descriptions: 'The Lost Fear' (Trapped in your nightmare...), 'Teke Teke: Moonlit Dread' (Game based on a Japanese urban legend), 'The Final Pin' (He's still out there...), 'Fears to Fathom - Ironbark Lookout' (Fourth installment of the Fears to Fathom anthology), 'The Stalked', 'The Shopping', and 'Broken Through'. The left sidebar shows 'FILTER RESULTS' for Platform (Windows, macOS, Linux, Android, iOS, Web) and Price (Free, On Sale, Paid, \$5 or less, \$15 or less). The bottom of the sidebar shows 'When' (Last Day, Last 7 days, Last 30 days).

<https://itch.io/>

Game Jam Advice

1. Make sure the game is accessible. People may not want to download your game, so make it playable in a browser. Unity allows you to create a WebGL version of the game; use it.
2. For your screenshots, use GIFs. They're an effective way to capture the attention of anyone scrolling by.
3. Interact with others. If you want people to try your game, be willing to try other people's games as well. Comment on and rate their games, and they will likely return the favor.
4. Lastly, enjoy yourself. Try to have a good time. By the end of this, you will have a game, new ideas and skills, and perhaps even some new friends.

Sebastian Grygorczuk

Footnotes [View game page →](#)

We're all just footnotes in other's stories

Submitted by [Orczuk \(@_Orczuk\)](#) — 6 hours, 56 minutes before the deadline

[Edit this submission](#)[Remove this submission](#)

Play game

[Footnotes's itch.io page ↗](#)

Results

Criteria	Rank	Score*	Raw Score
Theme	#7	4.156	4.156
Game Design	#31	3.875	3.875
Innovation	#49	3.656	3.656
Overall	#49	3.635	3.635
Audio	#79	3.500	3.500
Graphics	#191	3.438	3.438
Fun	#196	3.188	3.188

Ranked from 32 ratings. Score is adjusted from raw

► Rating Distribution

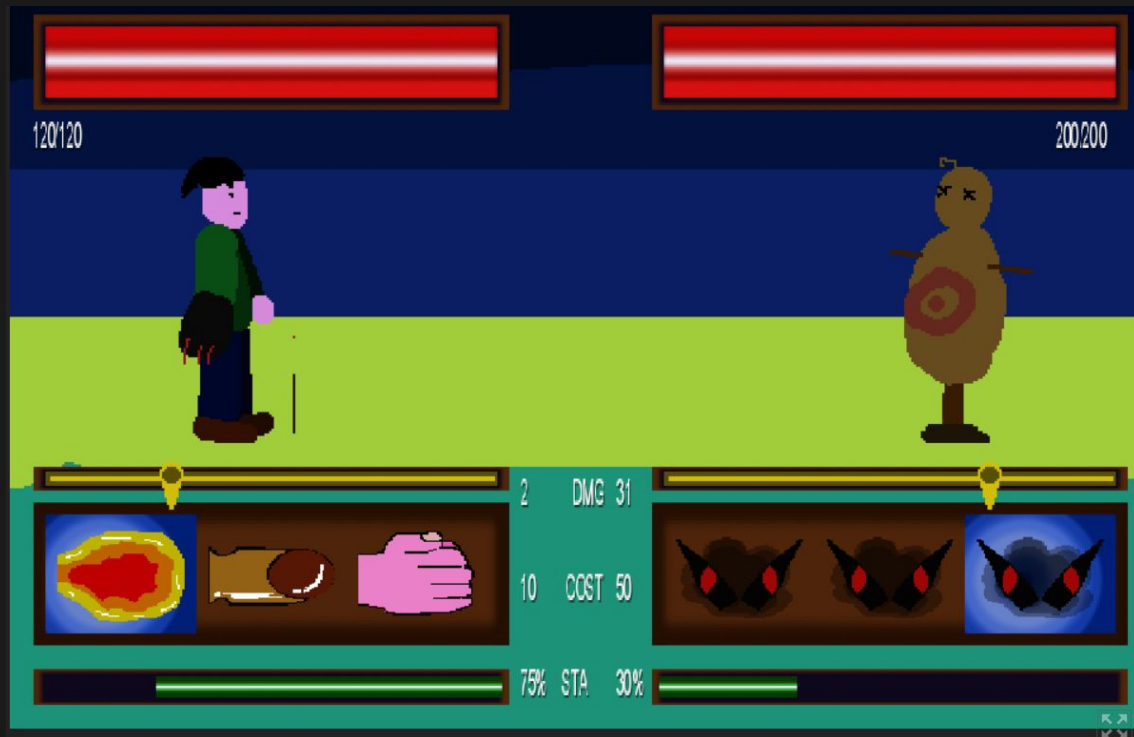
“Your first ten games will suck — so get them out of the way fast.”

Don't wait until you know everything.

Don't aim for perfection in your first game.

Just go out there and make your first game.

Once you create one, the next one will be easier, and so on. Keep making games, and each one will be better than the last.

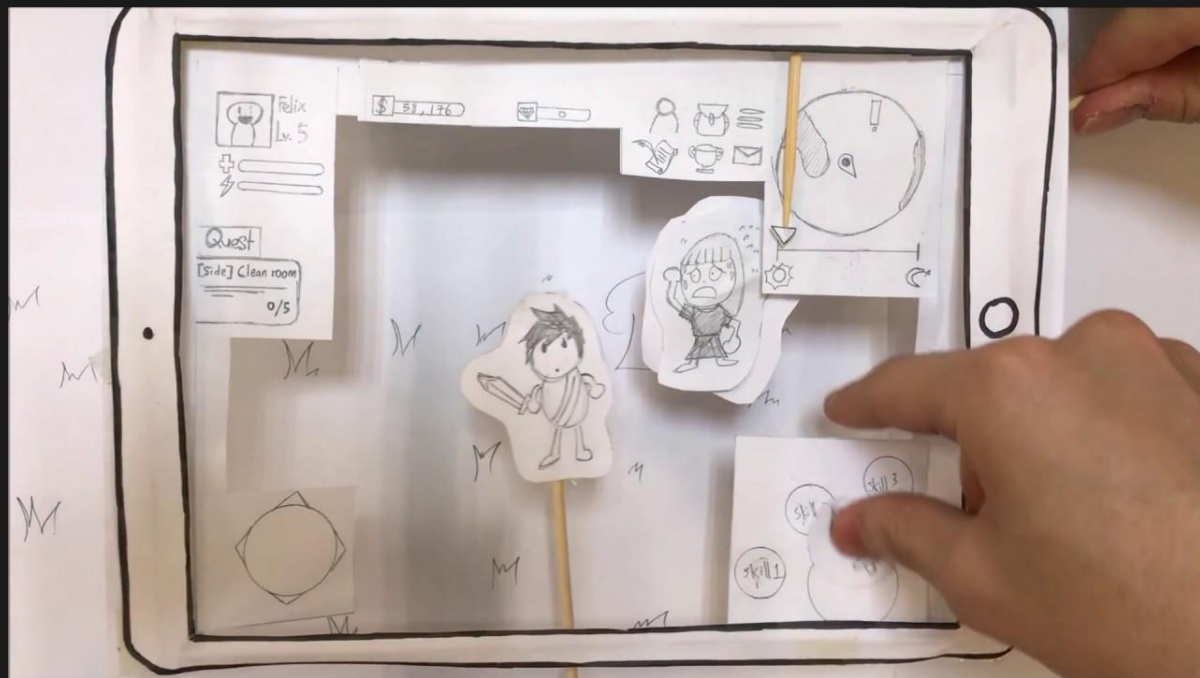


<https://orczuk.itch.io/paws-vs-dummy>

Paper Prototyping

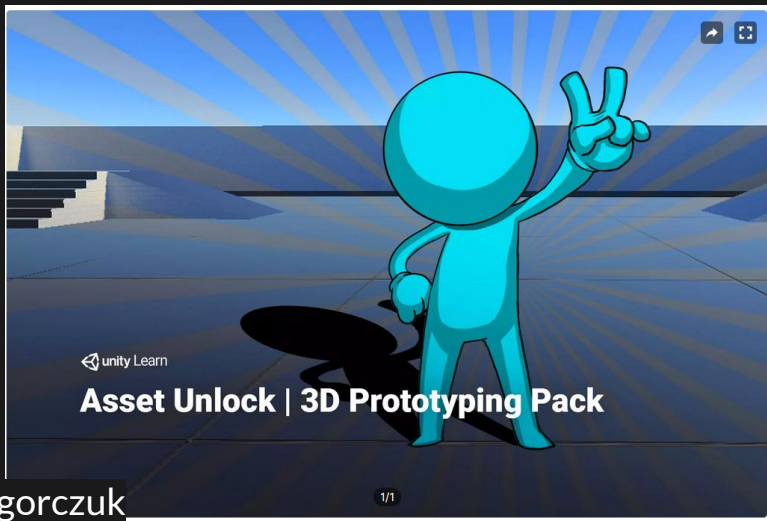
Before you even open up any engine that you plan to work with, it's best practice to sit down with pen and paper and start drawing ideas. Games are complex systems, and attempting to keep everything in your head can be overwhelming.

Begin by sketching basic ideas you want in your game, and then break them down into smaller tasks that you can work on.



Asset Resources

You don't need to be an artist or a musician to create a game. Many generous individuals have provided free resources to help you begin your journey.



Stores:

<https://assetstore.unity.com/>

<https://www.humblebundle.com/bundles>

Visual Assets:

<https://craftpix.net/>

<https://www.kenney.nl/>

Sound Assets:

<https://soundbible.com/>

<https://freesound.org/>

<https://99sounds.org/free-sound-effects/>

<https://soundimage.org/>

Font Assets:

<https://www.1001fonts.com/>

<https://cooltext.com/>