



MAX Booster Packs Guide

Booster Pack DLC for GameGuru MAX

Creating a new booster pack for DLC publication no small task, and the art of creating the content is outside of the scope of this guide, be it a booster for models, animations, sounds or music. Logic and functional advantages are not included in Booster Packs as part of our commitment to make sure all the mechanics you need to make a game are in the core GameGuru MAX product. What follows are advance notes on how to prepare your finished content so that TGC can easily and quickly submit the DLC for publication through Steam and get Booster Pack authors earning as quickly as possible.

The DLC Descriptions and Announcements

There are several bodies of text that need to be created to populate a Steam DLC, including the main product body text that a visitor to Steam would ready when they discover your DLC product. In this guide we will use the Animation Booster Pack as the example. Here is a copy of the text as an example of what is expected in terms of nature and length of text required:

ameGuru MAX Animation Booster Pack

A great selection of character animations to boost your GameGuru MAX collection!

There are over 150+ animations in this pack that cover the following categories:

[list]

[*]Additional combat stances for rifle, pistol, and shotgun

[*]General activities and conversations

[*]Sitting and sleeping

[*]Idle animations

[*]Death poses

[/list]

These animations are created by the highly respected GameGuru artist and community member Mark Blosser AKA Bond1 and will give your games a more unique look and feel for levels that use neutral, ally, and enemy characters.

Here is a detailed list of all spot animations included with this booster pack:

Activities Animations:

[list]

[*]applauding

[*]bow formal

[*]bow kneel

[*]bow standing

[*]cooking skillet

[*]crafting workbench

[*]gardening gathering

[*]hammering wall

[*]handsaw

[*]kneeling cleaning loop

[*]kneeling cleaning start

[*]kneeling cleaning stop

[*]ritual dance

[*]ritual spin dance

[*]ritual stomp dance

[*]salute

[*]shovel dig

[*]sit play drum

[*]stock shelves

[*]waving to crowd

[*]wipe countertop

[/list]

Chair Animations:

[list]

[*]chair sit arms crossed

[*]chair sit arms on table

[*]chair sit down

[*]chair sit idle

[*]chair sit table tired

[*]chair sit talk calm

[*]chair sit talk excited

[*]chair stand up

[/list]

Corpses Animations:

[list]

[*]corpse against wall 1

[*]corpse against wall 2

[*]corpse bobbing in water

[*]corpse ground face down

[*]corpse ground face up

[*]corpse impaled face down

[*]corpse impaled face up

[/list]

Ground Animations:

[list]

[*]ground sit down

[*]ground sit idle

[*]ground sit idle knees bent

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[*]ground sit idle legs straight
[*]ground sit stand up
[*]ground sleep idle
[*]ground sleep stand up
[*]sleep ground lay down
[/list]
```

Idles Animations:

```
[list]
[*]idlebreak cough
[*]idlebreak look around
[*]idlebreak look down
[*]idlebreak look forward
[*]idlebreak look up
[*]idlebreak sneeze
[*]idlebreak stretch
[*]idlebreak waving
[*]idlebreak wipe forehead
[*]idle standing generic
[*]idle standing hands behind back
[*]idle standing hands on hips
[*]idle standing hand on hip
[*]idle standing look around
[*]idle standing over fire
[*]idle standing rub neck
[*]idle standing sad
[*]talk calm long
[*]talk calm short
[*]talk crossed arms
[*]talk excited 1
[*]talk excited 2
[*]talk nod yes
[*]talk shake head no
[*]talk standing 1
[*]talk standing 2
[/list]
```

Melee Animations:

```
[list]
[*]attack kick r fast
[*]attack kick slow
[*]attack left hook
[*]attack left jab
[*]attack pistolwhip
[*]attack shoulder shove
[*]attack spinkick
[/list]
```

Throw Animations:

```
[list]
[*]throw lhand
[*]throw rhand
[*]throw rhand spear
[/list]
```

All text should be provided in pure text format as a .TXT file with the title "Steam Product Description" and headed with the desired name of the DLC.

A second .TXT file should be provided with the Announcement Release text that will be sent out when the DLC becomes live. In our running example, this is what was released for the Animation Booster Pack:

GameGuru MAX - NEW Animation Booster Pack now available!

Today sees the launch of the GameGuru MAX Animation Booster Pack!

This new DLC add-on is compatible with GameGuru MAX and adds cool new animations for your game characters.

[announcementshot1]

The Animation Booster Pack provides extra animations for your combat soldiers, plus a range of civilian activities too. A new behaviour has been added called 'Play Animation' that will enable you to assign any of these animations to any character you created in GameGuru MAX.

[announcementshot2]

We have also enhanced GameGuru MAX with a complimentary Animation Library system to make your animation handling super simple ?

Key animation categories include:

Additional combat stances for rifle, pistol and shotgun

General activities and conversations

Sitting and sleeping

Idle animations

Death poses

You can find out more information by visiting the official GameGuru MAX Animation Pack Steam page

These are the two main bodies of text you need to proof and provide so that the Steam DLC page and subsequent press can be organized.



The DLC Level, Screenshots and Video

In order to provide the correct amount of art materials to showcase the DLC, you need to create a level showcasing all the DLC assets, a series of screenshots and a trailer video of at least 60 seconds in length.

The level must contain all the assets contained in the DLC and should look polished and commercial quality. This will be the level you subsequently use to generate your screenshots and your video. Once the level has been completed, it should use the name starting with "booster XXX" where XXX is the specific name of your DLC variant. In our running example, we used "booster animation.fpm".

Once you have your level FPM file, you can add it to the folder hierarchy of your final submitted materials, in the relative folder structure of "Files\\mapbank\\booster XXX.fpm".

Using your level you next create 10 screenshots from different angles and poses to showcase to the Steam visitor what your DLC is all about. The more exciting these shots are, the more sales you will generate. Here is an example from the Animation Booster Pack:



Figure : A Steam Screenshot

The screenshots should be 1920x1080 in size and saved as PNG format files. You also need to create 800x450 version of all the screenshots for promotional purposes and these in JPG format.

Finally you need to make a trailer video that is not less than 60 seconds in length and again shows the coolness of the DLC being offered, showing the best of the assets, not necessarily all of them. The video should be exported at 1920x1080 in resolution and in the MP4 format.

The DLC Capsule Art

All Steam product requires a very specific set of capsules that are used to populate Steam pages, and both image size and format are important. Included in the guide folder is a zip containing the capsules used for the Animation Booster Pack and should be used to create your own DLC equivalents, ensuring all file names, image sizes and formats remain unchanged.

We have also included the official templates files from Steam to help further with the arrangement of your capsule artwork, the file is called "steam_game_templates_2021.zip".

The DLC Contract

Before TGC can sell the DLC, a contract needs to be agreed and signed by both parties, and we have a template of the contract with all the standard terms in place. Have ready your name and address, the method of payment (we prefer PayPal for expediency) and a PDF Signing tool (free online). Once TGC are happy with the suggested DLC content and have proceeded with Steam material generation, the contract can be organized in parallel to these efforts.