

Game - Learning Sequence and Resources

Suggested Learning Sequence

- Decide on core game idea and goals
- Create basic sprites or characters
- Build a simple level and define player controls
- Add scoring, logic, and win/loss conditions
- Playtest and refine game balance

Where to Look for Help

- Game dev channels and tutorials
- Online communities with beginner support
- Sample games and open source examples
- Software-specific intro and help documentation