

Advice to future students

Do's

- Treat the playtests as final deadlines. Playtests can be extremely useful – IF you have a playable game. You don't have to have all your level designs etc, but having all your core mechanics and user interaction in place is really useful.
- Take the time to go over design issues. If you talk things over extensively, and make sure you're all on the same page, you don't run into surprises when someone implemented something completely different from what you expected.
- Make sure your game is doable. Don't go for the superleet new FPS ultra-deluxe 3000. You won't be able to do it. Creating a well-polished, simple game is much more satisfying than creating a lousy, but potentially complex game that 'in the future' will do x and y and z.

Don'ts

- Use a technology for which you aren't familiar with its possibilities, and more important, its limitations. It sucks if you run into something you don't know how to do in this language half-way in the process. If no one in your team can do 3d-modelling, go for a 2d game.
- Choose a game concept not everyone likes. It will be harder to motivate all your team-mates if they're not all 'in it'
- Bite of more than you can chew. It's great to make a really cool game. For this class however, a nice game is good enough. Make sure you find an in-between where you're still enjoying making the game – if it's just too much work, you won't enjoy it and won't be motivated to start on the next project.