# **Game making**

# **what we need to learn**

**Part of game making :**

* Story & Concept art ( On your mind )

1. Story
2. Scripting
3. Level designing
4. Puzzles designing
5. Character building
6. Scene setup

* Assets creation (Blender/unreal engine/ internet for download )

1. Character
2. Character cloths
3. Character appearance all related things
4. Weapons
5. Objects

* World creation (Blender/unreal engine/ internet for download)

1. Bottom or Base (landscape)
2. Trees
3. Tarren
4. And other environmental structure

* Animation ( Unreal engine : because it is our main platform)

1. Character rigging
2. Skills (during fight/walk)
3. Talking
4. Weapons Action like lightning melting cutting etc.

* Cinematic and media (unreal engine : because it is much faster than the others)

1. Scene designing
2. VFX

* Audio (Self made / Internet)

1. Human voice
2. Environment sound
3. Skill or weapons sound
4. Background music

* Programming : how to things work and how to interact with each other what effects and thing come after doing any action.
* Pipeline : To connect All the work programming & scripting 3D, 3D Animation, media& cinematic, Audio
* Testing : no need to explain