So you want to make a video game with code?

That may be a little more daunting than you realize. Especially if you want me to help you. Hi, my name is Jessica, and I "embrasse the suck". What does that mean you may ask. It means that why just make bread when you can grow and mill the grain creating your own flour and then make some bread over a campfire you started by rubbing two sticks together after spending hours collecting wood. Sure the yest came from the store, but learning how to make yest is your next project. To this you may cry out in protest "Jessica we dont want to embrasse the suck we just want to make a video game!" To that I will answer, its probally easier to make your own flour and fire for bread than it is to make a whole game from scratch, by yourself. Its sad I know, but I may have a happy compromise. Lets make a text-based RPG(esq) game using HTML. That means lets make a "video" game in spirit. Instead of using a controller we will use a mouse click. Instead of having graphics we will have words written in a "choose you own adventure" book format. We wont be using Unity, Blender, and C# among other things. Instead we will make simple, static, web pages that only use HTML and CSS. We dont even need Javascript! Now you may say, "that sounds boring! We want to make the next Cuphead!" To that I must reply, sorry, I dont think I can help you make bread from self sourced scratch, on the moon, after building your own spaceship. I mean I'm good but I have yet to reach that level of greatness. Besides, the key to being good at making anything is practice so why not practice with simple static web pages and story heavy text?

"Fine! Where do we start with this boring RPG game idea." Thats what I know you are thinking right now. To that I will answer lets start with some wise words from my second most favorite best friend Wikipedia, (my first is Google). Wiki says; a "RPG or role playing game is a game in which players assume the roles of characters in a fictional setting. Players take responsibility for acting out these roles within a narrative,through a process of structured decision-making regarding character development. Actions taken within many games succeed or fail according to a formal system of rules and guidelines." Now Wiki is a great friend but they struggle with coloquialisms. So basically what they said was

1) RPG = role playing game.

2)players of RPGs pretend to be specific characters and then interact in a fake world.

3) interactions in the fake world revolve around decisions made by these characters and

4) the results of the decisions the characters make is dependent on whatever rules the game maker has created.

That tells us that we, being the game makers need to 1) make characters 2) create a fake world for our characters to interact with 3) give our characters decision to make inside our fake world and 4) we need to make rules around the decisions that our characters will make that will inform their fate. Also we need to code all of that. Sounds like a lot right, bet that boring static web page is looking a lot better than Cuphead the remix now. No place better to start than the beginning so lets get started