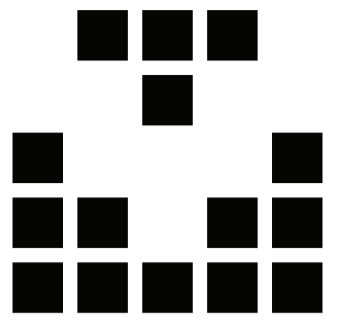# GAME DEV

Skill Tree: Color in the Boxes

Color in the boxes of anything you've already completed, visualize your skills and identify your skill gaps. Get inspired to try new things and tailor the skill tree to suit your own journey by swapping in your own goals.

ADVANCED

BASICS

(set your own goal)

(set your own goal)

(set your own goal)

(set your own goal)

(set your own goal)

(set your own goal)

Market your game

Make money from your game

Publish your game to an online game store

Teach a workshop on game dev skills

Create a game studio

Make a multiplayer game

Localize your game for multiple languages
漢

Attend a developer conference

Crowdfund your game

Optimize your game

Create a game portfolio

Create extra content / DLC / in-game events for your game

Test your game on multiple hardware

Create a game that has procedural generation

Hire a freelancer

Enter a game jam with recruited participants

Conduct user research for your game

Post an online game dev tutorial

Implement NPC AI in your game

Build a game with Unreal Engine

Learn about game accessibility features

Create a devlog

Enter a game jam with friend

Create a game for VR/AR

Teach a friend a game dev skill

Submit to a game jam before the deadline

Build a game with Unity

Create a 3D level

Have strangers test your game

Stream your game dev project

Create a texture for a 3D model

Learn a 3D game engine

Fail to submit to a game jam before the deadline

Add voice acting to your game

Create a playable 3D character

Upload your game to Itch.io

Complete and polish your game

Build a game with Godot

Enter a game jam

Collaborate with other game devs online

Design game puzzles

Make an in-game tutorial

Build your game for PC / Mac / Web

Incorporate feedback from play testing

Debug a game crash / bug

Add UI to a game (eg. score tracker, health)

Add music / sfx to a game

Have a friend play test your game

Create playable 2D character

Create a 3D model

Add dialogue to a game

Make a game in Scratch

Learn a 2D game engine

Download a publicly available asset pack

Create a vertical slice/demo

Sketch a character design

Mod a existing game

Contribute to a game wiki or documentation

Use version control (eg. Github)

Make a Visual Novel in Ren'Py

Write a game design document

Sketch a level design

Learn about copyright and IP

Play a bad video game

Write a detailed review for a game
★★★★★

Follow a developer on a streaming service

Play a video game

Watch a Devlog video

1 tile = 1 point

START **HERE**

Name: _____

github.com/sjpiper145/MakerSkillTree

Total Score

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