

Solo Development, Myths, Reality, and Survival Strategies

- Everything is super exciting when you start your project, but it is easy to quit!
- Make sure you implement limitations because they breed creativity, that small number of “allowances” will make for a great game.
- Try not to get stuck on things early on development, you can get hyper focused on things that really don’t matter.
- Try to narrow down your ideas and make as much of the game yourself.
- Start with a polished prototype. Try to get your idea out there.
- Different platforms have different requests, and they are specific in what they want.

This video came at the right time for me. It is good to have stable and realistic building blocks in my game design and sometimes I struggle with what I need to focus on, and I just need to let go of the insignificant parts.

How to Represent Mental Illness in Games

- Mental health issues are quite prevalent in our society, so game designers need to represent the characters and players accurately.
- People can learn to be more empathetic towards groups of people they are not familiar with when the characters are portrayed accurately.

When making a game that represents a group of individuals that I am not personally a part of, I need to use individuals who have experienced these situations for themselves or who can identify as being a part of the group. All stories will not represent everyone but making a scenario real is powerful and makes for great game design.