Chapter 1: Creating Your Game Concept

**Best-Selling VIDEO GAME Super Genres by Units Sold, 2013**

- Strategy: 3.4%
- Sport Games: 12.7%
- Shooter: 20.0%
- Role-Playing: 7.0%
- Racing: 4.6%
- Action: 31.9%
- Other Games/Compilations: 1.2%
- Adventure: 6.9%
- Arcade: 0.2%
- Casual: 2.3%
- Children’s Entertainment: 0.3%
- Family Entertainment: 5.5%
- Fighting: 3.9%
- Flight: 0.1%

*Source: The NPD Group/Retail Tracking Service*
Chapter 2: Creating Characters
Chapter 3: Animating Your Characters
Set Parent To

- Object
- Object (Keep Transform)
- Armature Deform
- With Empty Groups
- With Envelope Weights
- With Automatic Weights
- Bone
- Bone Relative

Pose Mode

Edit Mode

Object Mode

Pose Mode
Chapter 4: Creating the Environment
Chapter 5: Integrating Your Assets into the Game
A. Delete all light sources

B. Add in the lights one by one
Smallest occluder: 5

Smallest occluder: 1
runningSpeed Greater 0
runningSpeed Less 1
My Awesome Game Title

Start Game

Quit Game
Can melee attack? → Check is cooling down → Yes → Nothing happened

No → Play attack animation

Is 'nearby enemy' array empty? → Yes → Nothing happened

No → For each enemy in 'nearby enemy' array → Apply damage to enemy
Chapter 7: Creating Levels and Game Progression
Do you want to save game?

Yes

No
Do you want to save game?

Yes

No
Chapter 9: Deploying the Game

Engage the platform options for your game deployment.