

Game Developer Resources

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1. Getting Started



[Chess](#)

One FAQ (frequently annoying question) - "How do I make a game?". In general, if you have to ask something so vague, you probably shouldn't even try it. It's like asking "How do I cook?" or "How do I play the violin?" You have to do the research, learn the tools, and gain experience.

The obvious way to learn about game development is to get a job in the game industry. [GameDevMap](#) shows where all the jobs are. [Gamasutra](#) features job listings, along with articles and industry news, all worth reading. [Gamewatch](#) hosts a discussion board on game career issues. Check out [EA Spouse](#) for the much ballyhooed letter that publicized crunch time.

Whether you're looking for a job or starting your own project, familiarize yourself with the industry. It's not hard to get a free subscription to [Game Developer Magazine](#) (if you don't

mind the constant renewal notices and ending up in the CMP email database - it took me years to get off those lists).

The magazine's sister size [GameDaily](#) has more emphasis on the business side of gaming. [GIGNews](#) appears to be defunct but still has some articles up on its site. [Massively](#) specializes in MMO news. And there's growing interest in so-called [serious games](#) for [social impact](#) and [change](#). [Hopelab](#) designs games for children with chronic illnesses. You can't get more serious than [Darfur is Dying](#).

[Sloperama](#) has tips for getting started. Professional advice is available from the [Independent Game Developers Association](#) and [Game Audio Network Guild](#).

There are many sites that have articles and tutorials on game programming such as [Dev Master](#) and [gamedev.net](#). [Flipcode](#) is no longer active but maintains an archive of past articles. Platform-specific game programming sites include [Java Gaming](#), [OpenGL Game Development](#), [iDevGames](#) (Mac game development). [Brass Lantern](#) has tips on writing adventure games.

For AI, check out [AI Depot](#), [AI Gamedev](#), [GameAI](#), [Boids](#), and [AI Junkie](#).

There are more game development blogs than you can shake a stick at (but why would you want to do that?) Some are collected on the blogroll at [Fugu Talk](#).

2. Charity

The game industry is full of adolescent behavior and questionable business practices. Try to be one of the good guys. Technicat supports [Get Well Gamers](#).

3. Credits and Competition



[Award](#)

To see who worked on what game, check out [MobyGames](#), the [IMDB](#) of the game industry. Keep in mind, developers aren't always completely or fairly credited, hence the [IGDA Credit Guidelines](#). [Game Rankings](#) collects game reviews and tallies the scores.

Once you have something running, you can try breaking into the market by entering

competitions such as the [Independent Game Festival](#)

4. Conferences



[A Day at the Fair](#)

Everyone knows about the [Electronic Entertainment Exposition](#), the extravaganza showcasing new games for the industry and for retailers. E3 is supposedly reserved for industry members, but any existing or aspiring developer can attend the [Game Developer Conference](#), the premier gathering for game developers. (If you don't want to pony up for the whole conference, you can still attend the relatively inexpensive expo to see state of the art tools and check out the recruiting area.)

If you can make your way over to Japan, I highly recommend the [Tokyo Game Show](#), similar to E3 but catering to the Japanese market and open to the general public.

For "big" games, see the [International Association of Amusement Parks and Attractions](#) and [Interservice/Industry Training, Simulation and Education Conference](#)

5. Academia



[Alien Autopsy](#)

Nowadays, there are more opportunities to study game development in college, including full-time programs at [Digipen](#), [Full Sail](#), and [Guild Hall](#) (a department of [Southern Methodist University](#)).

Defense-oriented game research is performed at places such as the [Institute for Creative Technologies](#), the [MOVES Institute](#), and the [Naval Postgraduate School](#).

Some individual researchers have web sites, e.g. [David Luebke](#) on level-of-detail, portals, etc. and [David Baraff](#) on physically-based modelling.

6. Legal

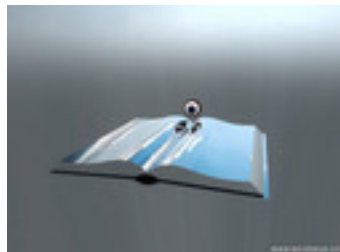


[Shark](#)

[Jim Charne](#) and [Stephen Rubin](#) offer advice on the finer (and brutal) points of game development contracts.

Acquaint yourself with the [history of game industry lawsuits](#), [famous game patents](#), and [discussion of game patents](#). You can search (and register) trademarks and patents registered at the [U.S. Patent and Trademark Office](#), [Canadian Trademarks](#), and domain name policies at [ICANN](#).

7. Books



[Eye in the Sky](#)

But even if you're not ready to go back to school, you can still study. A decade ago, you could count the number of game development books on one hand. These days you can find several shelves dedicated to game development at your local bookstore from publishers such as [WordWare](#), [New Riders](#), [Premier Press](#), and [Charles River](#), which issues the [Game Gems](#) and [AI Wisdom](#) series.

Books that focus on implementation of 3D game engines include [Real-Time Rendering](#) and David Eberly's books, accompanied by the [Wild Magic](#) engine.

For game design, I enjoy Richard Rouse's [Game Design: Theory and Practice](#) for its succinct

enumeration of game design principles and interviews with legendary game designers. [Chris Crawford](#)'s books on game design and narrative are also worth reading. Erik Bethke's [Game Development and Production](#) is the best practical guide to running a game development project and company.

Some of the most valuable texts you can find are not geared specifically toward games. Two "approach" books: [Artificial Intelligence: A Modern Approach](#) and *Computer Architecture: A Quantitative Approach*. Game development is one area where C++ is still firmly entrenched, so read [Scott Meyers](#)' "Effective C++" books. [Noel Lopus](#)' book is titled specifically for games, but is really applicable for any C++ project.

8. Assets



[World Wide Web](#)

See [Graphics Resources](#) for a list of 3D content creation tools and asset sites.

[FreeSound](#) supplies sound samples under a [Creative Commons](#) license. [Musopen](#) provides public-domain performances of public-domain works. [Kevin MacLeod](#) offers royalty-free recordings of original works.