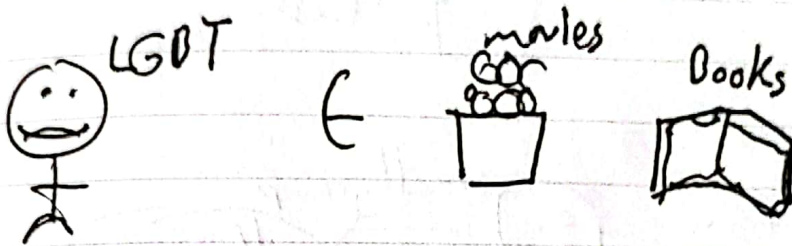
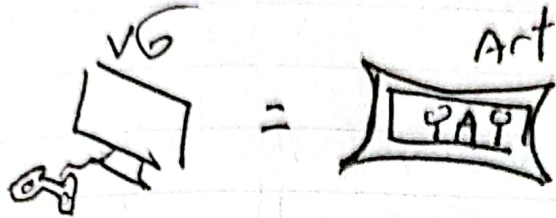
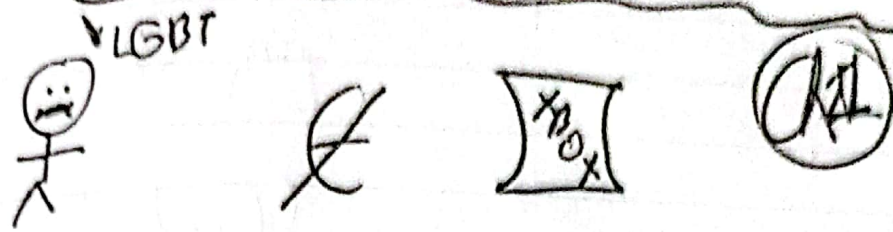
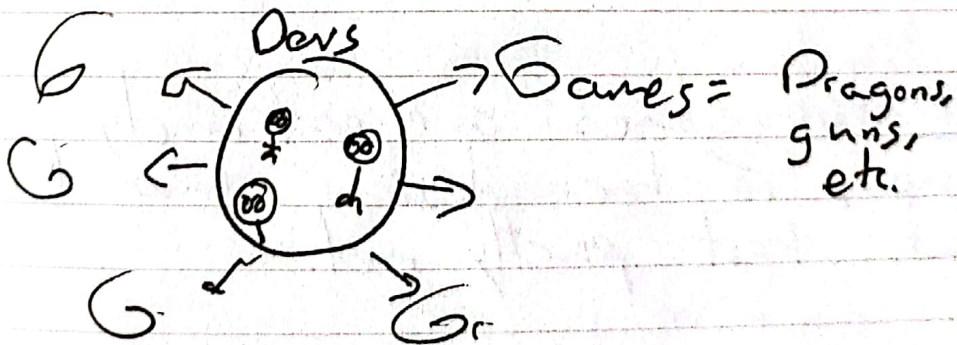
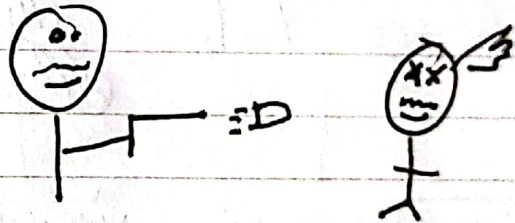


# Rise of the Video Game Timesters

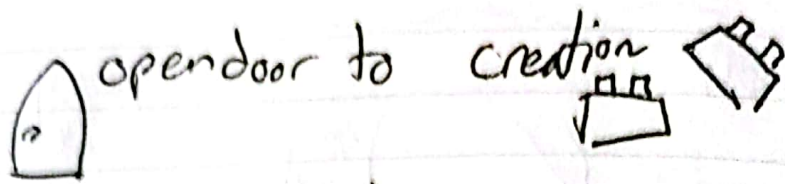


2012  
Game =



Corporates want proven concept

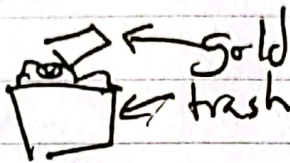
Author wants a zine culture



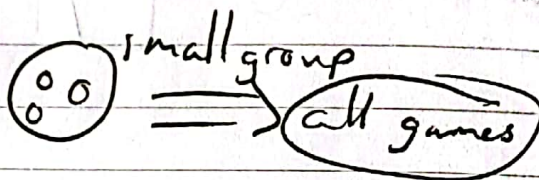
Video games <sup>(art)</sup> needs freedom


Anyone should make

YouTube



from



More tools  to create games

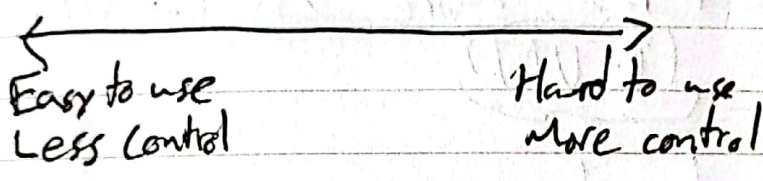
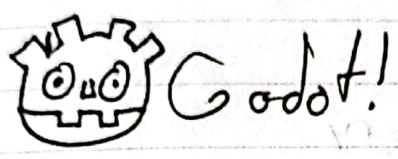
small games weirder than big ones

\* Indie games are extremely popular now, so her desires have been at least partly met.

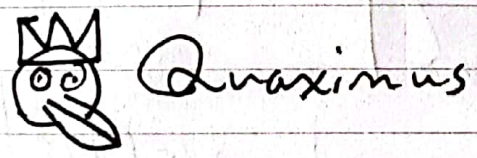
# Chapter 7

## How to Make a Game

1: Choose a tool

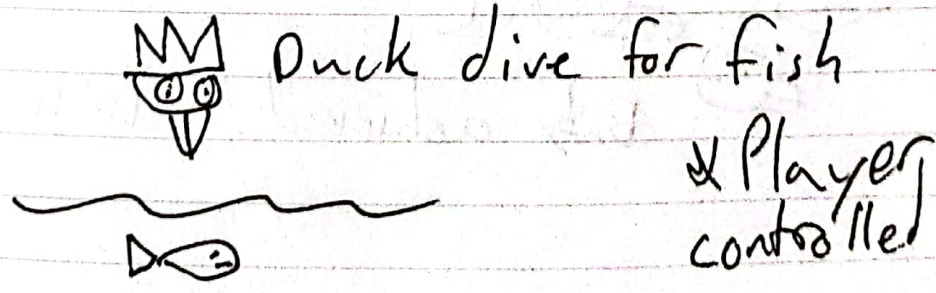


2: Introduce a character

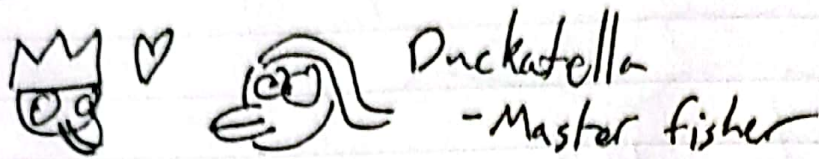


Images, text, etc... How do we personify?

3: Teach to do something

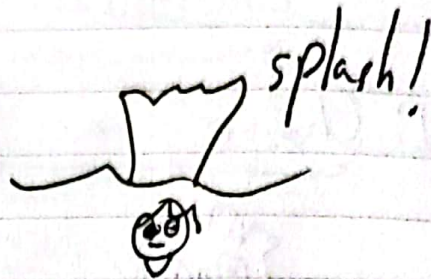


4: Introduce 2<sup>nd</sup> character



5: Make noise

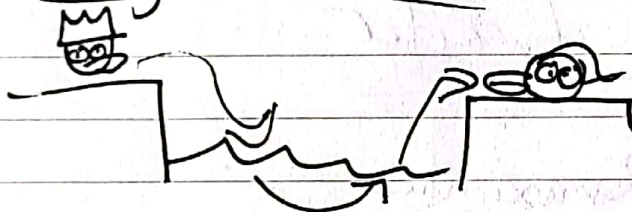
\*sound effects\*



6: Round out Vocabulary

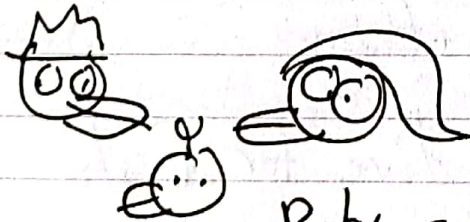
more VERBS, more ACTION  
more FUN

7: Design a level



\*Based around verbs!

8: Finish the Story



Baby achieved! WWWW