

SWEDISH GAME AWARDS

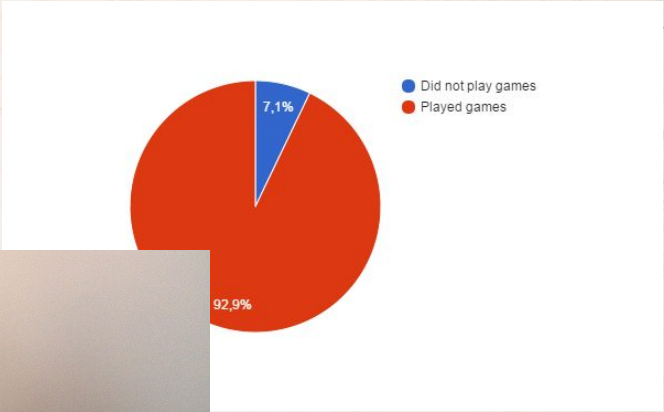
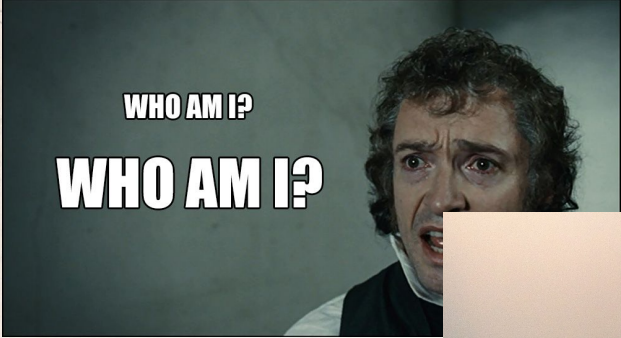
The Game Developer's Toolbox



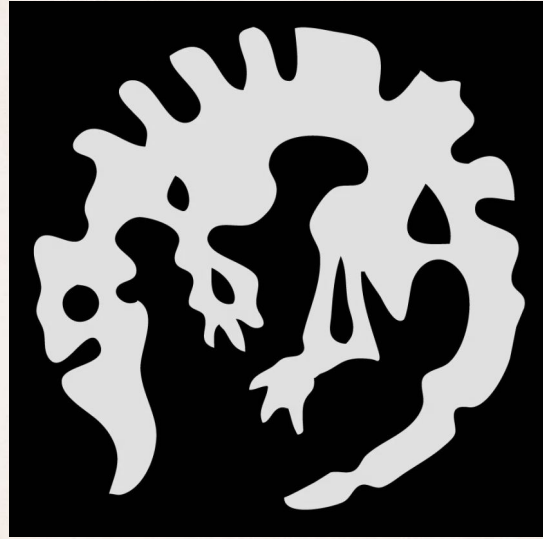
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SERIOUSLY
INTERACTIVE



Capitals



Talecore
STUDIOS

Talecore
STUDIOS

Talecore
STUDIOS

...nd that are u
...able individually b
...aded away again and instead
... of the Party stood out in bold capitals:

WAR IS PEACE
FREEDOM IS SLAVERY
IGNORANCE IS STRENGTH.

...he face of Big Brother seemed to persist for se
...on the screen, as though the impact th
...everyone's eyeballs was too vivid th
...y. The little sandy-haired
...rd over the back of
...ous murmur



midvinter

The Gnome

Anna 'Anaka' Jenelius

Restart

This story was created with
Twine and is powered by
TiddlyWiki

You are awoken by the voices of the two humans, coming from above. As you slowly rise from the hay, their soft words trickle down through the floorboards.

"Do you think we have a gnome on the farm?" asks the female human.

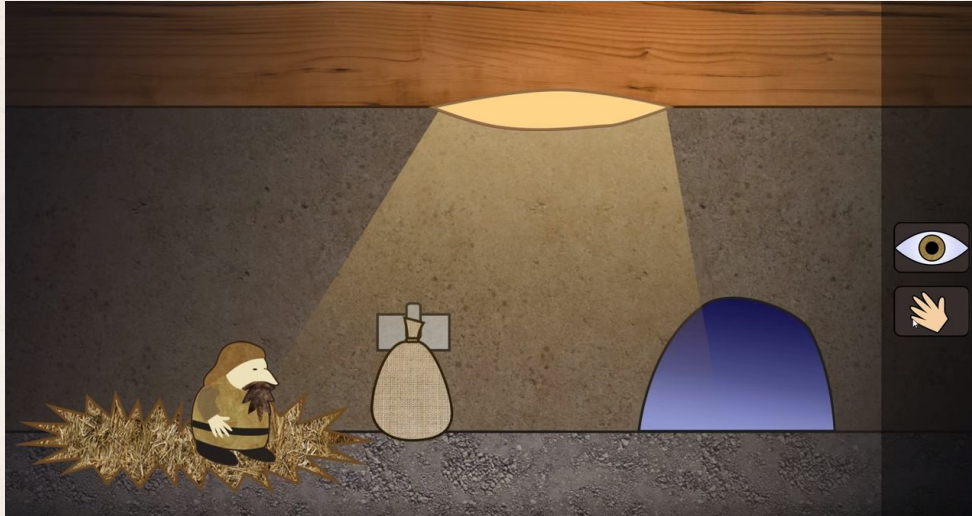
"I am not sure", answers the male human. "What do you think, dear?"

"I think we do. My grandfather used to say that you should put out porridge to the gnome to keep him happy. We should do that. You know, just in case."

"As you wish, my love. I will do it."

I will wait for them to go asleep.

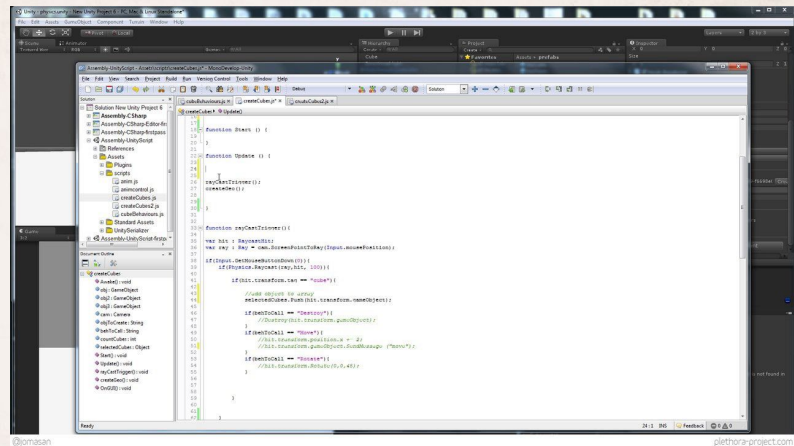








1. Make games



1. Make games
2. Make mistakes, and admit it



1. Make games
2. Make mistakes, and admit it
3. Ask for help, pay it forward



Amanda Palmer: The art of asking

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4. Game Jams

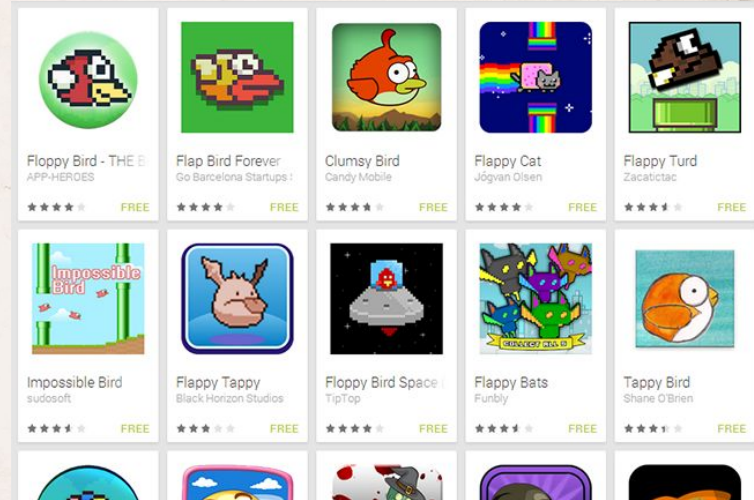


1. Make games
2. Make mistakes, and admit it
3. Ask for help, pay it forward
4. Game Jams
5. Open development

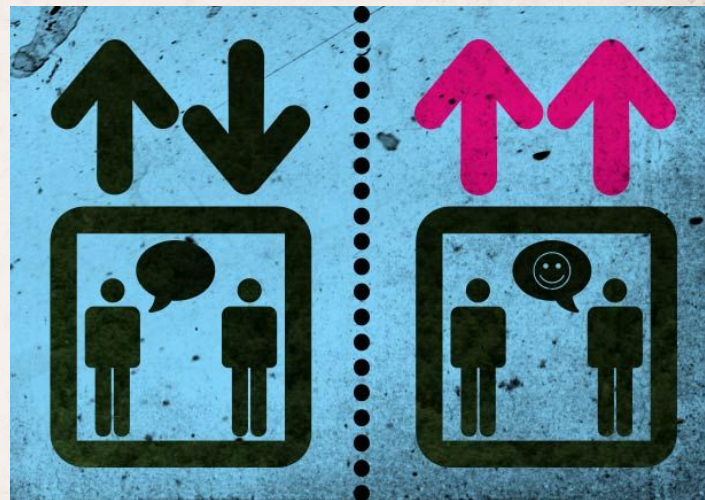
ideas are cheap
and abundant

execution is everything.

1. Make games
2. Make mistakes, and admit it
3. Ask for help, pay it forward
4. Game Jams
5. Open development
6. Unique Selling Point

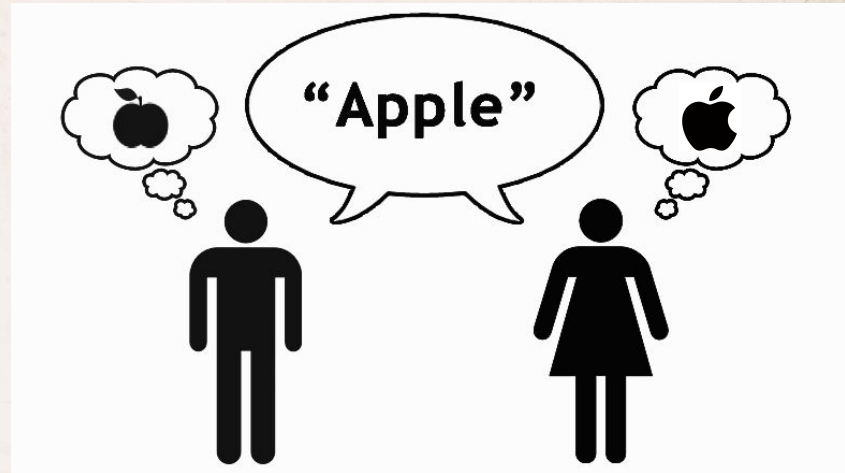


1. Make games
2. Make mistakes, and admit it
3. Ask for help, pay it forward
4. Game Jams
5. Open development
6. Unique Selling Point
7. Elevator Pitch

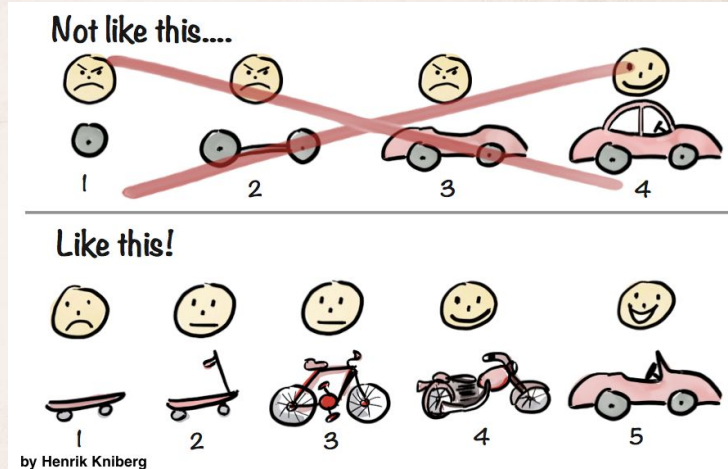


“It’s a low-key point-and-click fairy tale, based on Swedish folklore and 19th century history. You play as a gnome on a farm, and you meet fantastical creatures and solve puzzles as you try to stop the troll from kidnapping a child.”

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7. Elevator Pitch
8. Synchronize in the team



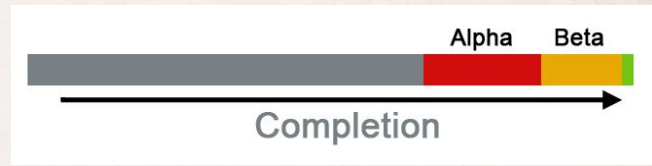
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9. Minimum Viable Product



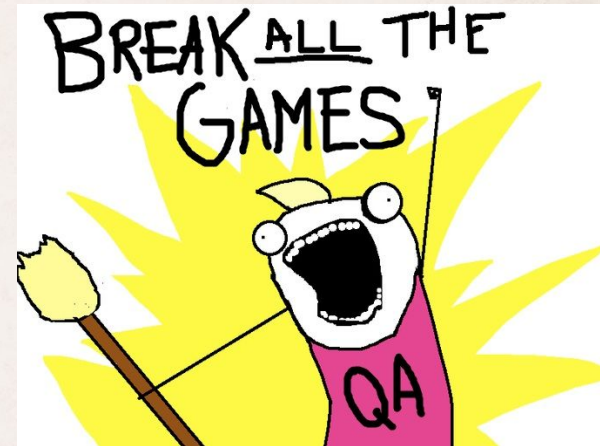
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10. Plan



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11. Alpha, beta, GM



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14. Marketing



"A good game sells itself"



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15. Be prepared

"By the time I was fourteen the nail in my wall would no longer support the weight of the rejection slips impaled upon it. I replaced the nail with a spike and went on writing." – Stephen King

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16. Don't say "I can't do X"



Mattias Dittrich (Ditto) - Make It Wiggle (or How to Make Cool Art with No Talent)

I am a tiny potato

And I believe in you



YOU CAN DO THE THING

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16. Don't say "I can't do X"
17. Take care of yourselves!



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