Other great sites to get into game building

Introduction

There are lots of different places to look if you want to learn more about programming or designing games. Some of the sites involve downloads that may need a licence, others have a free or educational version available.

Sites for game building

Flowlab is a web-based game design platform where you can sign up and then create games within your browser. A free version is available for beginners, but once you become expert then you might need to think about a professional version that has a cost.

Sploder is another web-based game design platform where you sign up with minimal information and then have access to game makers of different types. There is a community for Sploder but you can choose not to be part of this in your account settings.

GameMaker from Yoyo Games is an intuitive drag and drop system that gets you started creating games. You can quickly get into programming, using GameMaker Language (based on C programming language). They have a useful set of tutorials to get you going in GameMaker too, accessed by clicking on Learn in the top navigation.

Construct 2 is a game building engine based on HTML5 and is easy to get into for beginners. You can download a free version to get started, and then when a little more expert, there are licensed versions available, which (of course) have additional features.

Unity 3D is one of the best known professional game building platforms, but the pro version is very expensive (over £1000 for a licence). However, they have a free version too and this has lots of features to get started including the ability to apply physical principles (yes, physics!) to objects and characters so they respond in the same way as real world characters. Lots of well-known professional games have been built using Unity.

Unreal Development Kit is probably one of the most challenging to use, as it is built for those with programming expertise (C++ and JavaScript). But it gives you a flavour of the sort of software you might be using once you've learned more about games and more about coding!

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