

Useful Tools List

This list is by no means complete, but should get you started. Talk to other folks in the class about their recommendations.

Revision Control		Version control software, provides backups and easy reversion.
Perforce	Mac/Win GUI (p4v): http://www.perforce.com/downloads/Perforce-Software-Version-Management/complete_list/Custom	Heavily used in game industry. Commercial software; you can use the Game Lab server.
Subversion	Command line: http://subversion.apache.org/ Windows GUI: http://tortoisesvn.net/	Open source, server-based
Git	Command line: http://git-scm.com/	Open source, distributed
Mercurial	Command line: http://mercurial.selenic.com/ Windows GUI: http://tortoisehg.bitbucket.org/	Open source, distributed
SourceTree	Mac/Win GUI: http://www.sourcetreeapp.com/	Not a source control system, just a GUI for Git and Mercurial clients

Revision Control Hosting		
SourceForge	http://sourceforge.net/	git, mercurial, or subversion
BitBucket	https://bitbucket.org/	git or mercurial
GitHub	https://github.com/	git, has own (painful) GUI for Git

Image Editing		
MSPaint	Windows, pre-installed	Surprisingly useful quick pixel art editor (esp for prototypes)
Paint.NET	Windows, http://www.getpaint.net/download.html	About as easy as MSPaint, but much more powerful
Photoshop	Mac, Windows	New Media Center, 26-139
GIMP	Many platforms, http://www.gimp.org/downloads/	Easier than photoshop, at least.

Sound		
GarageBand	Mac	New Media Center, 26-139
Audacity	Many platforms, http://audacity.sourceforge.net/download/	Free, open source.

Game Engines		
Flixel	AS3, Flex/Flash	http://flixel.org/help.html
Haxe Flixel	Haxe	http://haxeflixel.com/documentation/getting-started/
Unity3d	C#, Javascript, Boo (Python) Primarily 3d game engine	http://unity3d.com/learn/tutorials/modules
Phaser	Javascript, HTML5	http://www.photonstorm.com/phaser/tutorial-making-your-first-phaser-game

Issue/Project Tracking		
Fogbugz		
Trac	found on many hosting sites	Issue tracking, integrated source control, wiki
Trello	https://trello.com/	
Wiki		Shared game design docs, meeting notes, etc.

Art and Sound Assets		
Assemblee asset archive	http://www.derekyu.com/tigs/assemblee/	Unsorted, Creative Commons licensed art and sound assets from TIGSource's game development competition
Danc's Miraculously Flexible Game Prototyping Graphics For Small Worlds	http://www.lostgarden.com/2009/03/dancs-miraculously-flexible-game.htm	Hi resolution cute prototyping graphics
Smaller tilesets from Danc	http://www.lostgarden.com/2006/07/mo	An assortment of smaller prototyping tile sets from Danc
Free Sound Library	http://www.freesound.org/	Unsorted sound assets

IDE's		
FlashDevelop	AS3, Haxe http://www.flashdevelop.org/	
Eclipse	Java, Javascript, Haxe plugin http://www.eclipse.org/downloads/	

MIT OpenCourseWare
<http://ocw.mit.edu>

CMS.611J / 6.073 Creating Video Games
Fall 2014

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.