

Putting the “game” in “edi-game-tor”

Alan Hazelden

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(Sokobond, A Good Snowman Is Hard To Build)

Most games need a level editor

Generally two choices:

- External editor
- Built-in editor

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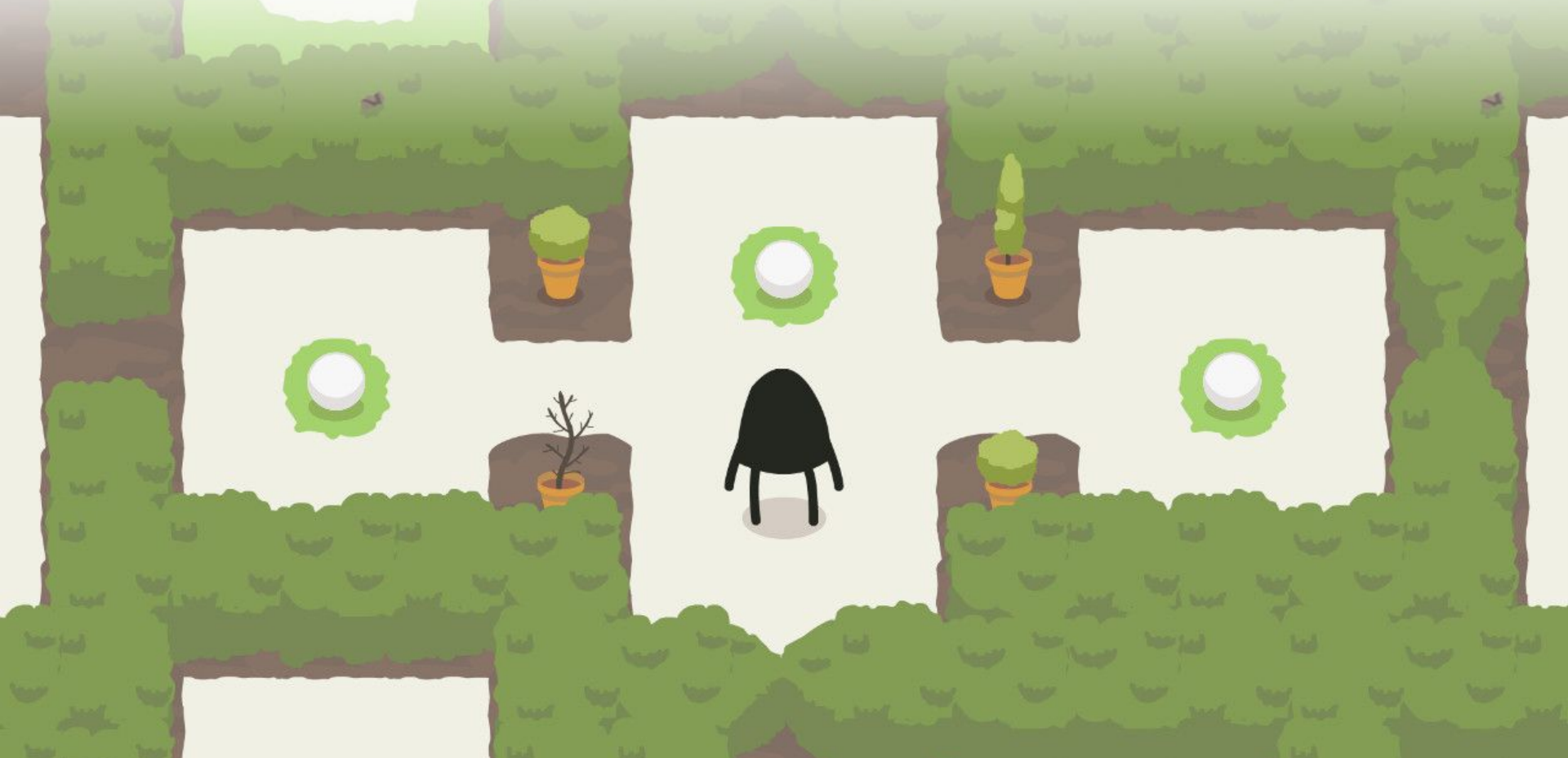
Generally ~~two~~ three choices:

- External editor
- Built-in editor
- Embed the game in the editor?!

PuzzleScript

- Created by Stephen Lavelle
(English Country Tune, Stephen's Sausage Roll)
- 2D tile-based puzzle games
- Web-based & easy to learn

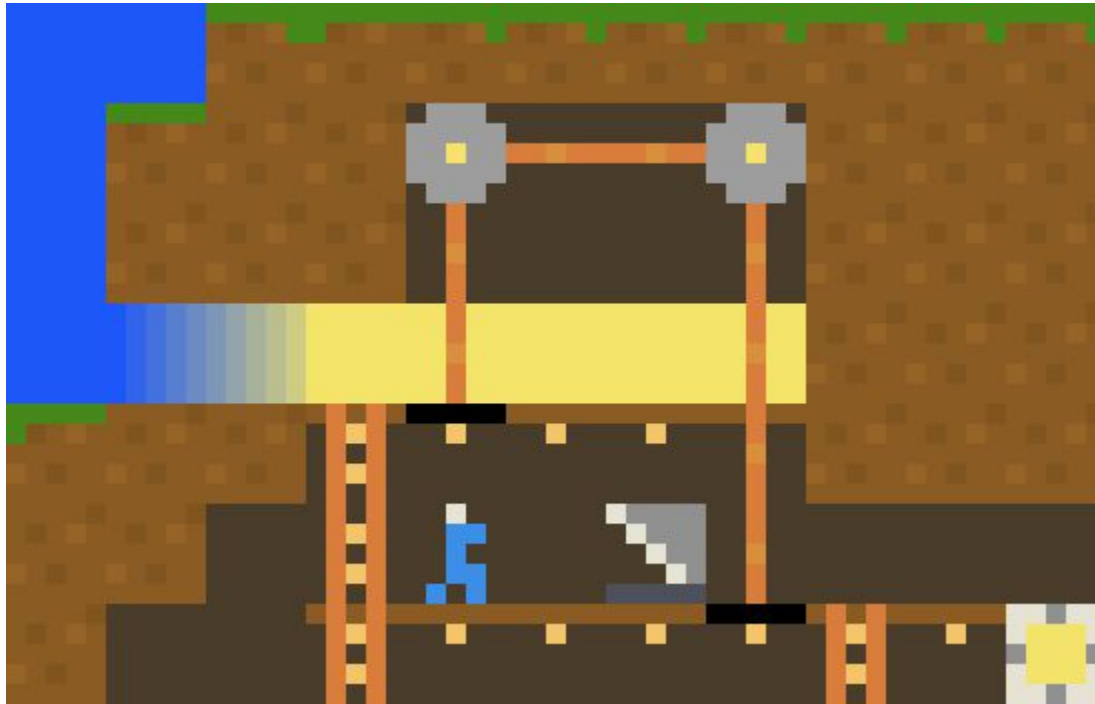
A Good Snowman Is Hard To Build



Takeaways

- Use tools that let you iterate quickly
- Reuse existing tools
- Try PuzzleScript, it's great!

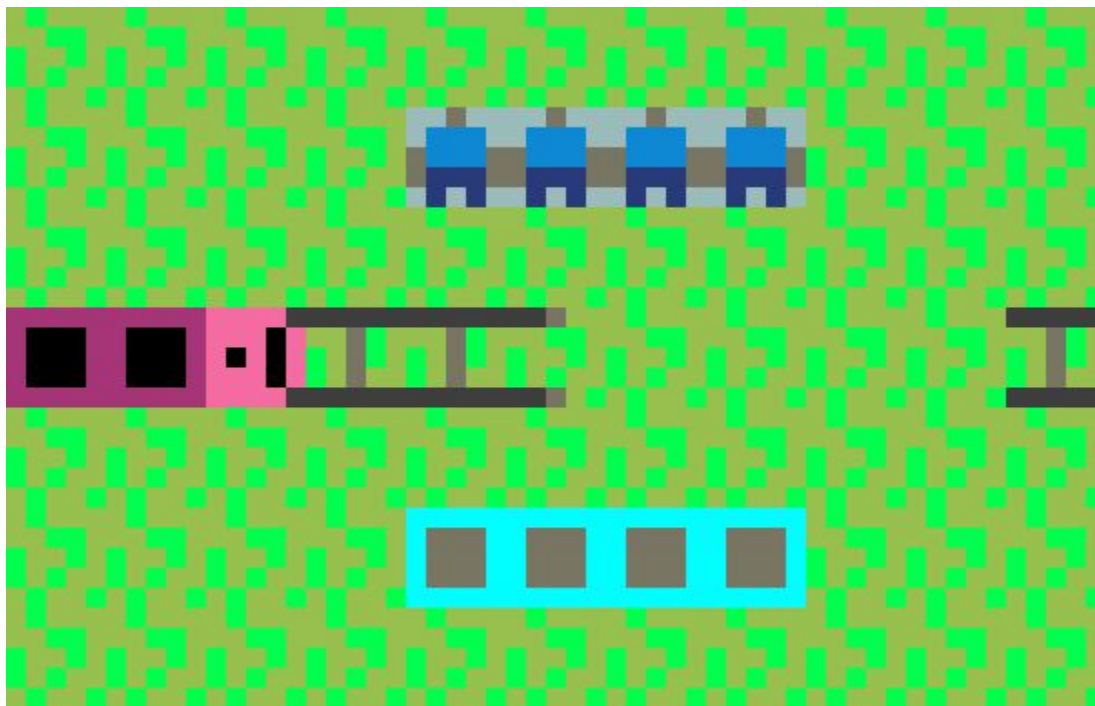
You're Pulleying My Leg



Cyber-Lasso



Train Braining



Skipping Stones To Lonely Homes



PuzzleScript: puzzlescript.net

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