Abstract

Objectives – The author wants to devise a design of a game development tool for making a game in the Tactical Role Playing Game genre, and then attempts to create a working prototype of the game development tool.

Method – The author observes the genre gameplay features by playing existing TRPG games and also takes design references from the existing game development tools, then devises the Game Maker tool design and finally attempts to create a demo of the tool.

Results – The author manages to create a working prototype derived from the design plan, using the PHP scripting language thus making it a web browser-based game development tool.

Conclusion – One is able to create a video game or even a game development tool based on a specific game genre if they have a fixation on the game by observing the game’s mechanics and patterns while enjoying the game at the same time.

Keywords
Game algorithm, Game development tool, Game maker, Programming, Role playing game, Turn based strategy, Video game, Web browser-based