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Directing Exploration - How Games Guide Players WITHOUT Tutorials ~ Design Doc NEW SERIES! Design Doc is a short-form lecture series that analyzes and explores various game design related topics with an ...

Stream Footage: Tightening The Belt - Spaghetti Fun & Build Tweaks! This Factorio series is intended to be a **guide** or **walkthrough** for newer **players** as well as experienced **players** with tips, tricks, ...

So you want to get into RPG's? (A Beginners Game Guide) Never **played** an RPG before? Here is a video to help with some suggestions of some good beginner/starter (mainly traditional ...

Solo rpg for the newbie Artichoke Dip explains in this video for the absolute beginner of rpg games what top 3 systems are best for the beginner and the 3 ...

How To Create Effective Strategies In Any Game In this video I explain my process for making new strategies for games, especially when there isn't any other info or trailblazers for ...

7 RPG Systems You Should Be Playing RIGHT NOW | Game Bites RPG games have so many fantastic game design systems to play. From Undertale's Genocide / Pacifist runs to the Hold Up in ...

Solo RPGs: Resources and Tools THE LINK TO EVERYTHING I TALK ABOUT IN THE VIDEO: <https://github.com/rpg-tips/resources>

Okay, with that out of the way. The ...

Playing Like a Designer - II: How to Analyze Game Design - Extra Credits All types of games offer value and learning for beginner and experienced game designers. But analyzing these games requires ...

Game Mechanics - Solo Roleplaying #10 I try to explain how the game mechanics I've used have evolved.

A Critical Thought on Strategy Guides For today's critical thought, I talked about the rise and fall of **strategy guides**. From the days of Nintendo's **Player's Guides** to ...

Game Design - RollPlay: Court of Swords ~ MicroRPG (Session One) A game is best when its mechanisms serve the narrative the designer intends. I'm not entirely satisfied with telling stories just ...

Broken Lines - Turn-based Tactical RPG | Let's Play | Episode 4 [Tactical] Ran across this gem on steam and decided to check it out. It's like a baby between Company of Heroes and xcom! Come join our ...

Game Feel 101 - The Importance of Interaction I used to think playing a game WAS interaction. But it turns out that interaction in games is extremely important, and I show ...

Guardians

(Bard) TSP Coaching Series #207 -- In-depth Gameplay Analysis-- League of Legends Welcome friends! In this episode I coach a Bard support -- Patch 10.1. Special thanks to Corvi for the generous donation!

A Critical Thought on Class Based RPG Design Today's Critical Thought is on the design of class-based archetypes in RPGs. RPGS like Etrian Odyssey and the Darkest Dungeon ...

Broken Lines - Turn-based Tactical RPG | Let's Play | Episode 6 [Civvies] Ran across this gem on steam and decided to check it out. It's like a baby between Company of Heroes and xcom! Come join our ...

The Difficulty of Making Games for Clients The Difficulty of Making Games for Clients - Overpass Insights #87 Happy TGIF, guys! Today, I'll talk about the difficulty of making ...

(Rakan) TSP Coaching Series #102 -- In-depth Gameplay Analysis-- League of Legends Welcome friends! In this episode I coach a Rakan. Special thanks to Ghost for the generous donation! Please be polite in the ...

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