

Quick list of tiny game tools from the Jam Jam presentation

Scratch

<https://scratch.mit.edu>

Great tool to get started to teach basic programming concepts. Fun, quick feedback, lots of tutorials.

PuzzleScript

<https://www.puzzlescript.net>

In browser puzzling creation tool. All sounds, graphics, levels can be generated in browser. See a tutorial i wrote for kids [here](#).

Flickgame

<https://www.flickgame.org>

Very simple web based interactive drawing tool

Bitsy

<https://ledoux.itch.io/bitsy>

In browser game maker, with rooms, sprites and narrative. Very simple to pick up and play. Nice examples: <https://itch.io/c/90743/bitsy-games>

PiecePack

<http://www.piecepack.org/Printable.html>

Templates for board game pieces

Flat games

<https://itch.io/jam/flatgame-annual-2016>

Make games when you can only move up, down, left, right. Needs Unity and a bit of technical knowledge

Flat Pack

<https://candle.itch.io/flatpack>

Make flatgames on your phone, with no technical skills needed.

Coming Out Simulator

<https://github.com/ncase/coming-out-simulator-2014>

Open source chat based game maker

Pico-8

<https://www.lexaloffle.com/pico-8.php>

Tiny console emulator, has all the tools to create a tiny game. Requires a little programming.

Twine

<http://twinery.org>

Open source interactive fiction maker. Can be a bit overwhelming (will add tutorials). Can be done in browser. Basic HTML and Javascript knowledge will get you quite far.

Doodle Studio 95

<https://fernandoramallo.itch.io/doodle-studio-95>

Needs Unity to run, but easy way to draw and animate

Cheap bots done quick

<https://cheapbotsdonequick.com>

Really neat tool to make twitter bots, using a simple language called Tracery. Make a bot that tweets things.

Piskel

<https://www.piskelapp.com/>

In browser pixel based animation tool

Fungus

<http://fungusgames.com>

Interactive storytelling extension for Unity. Requires no programming knowledge, but you do need to be able to find your way around Unity a bit.

Goto Labs

<https://gotolabs.io>

Tools to make Unity more accessible (in development)

Some other things someone tweeted about that I need to check:

<http://dungeonscript.farbs.org> - 'dungeonscript is PuzzleScript, but in first person'

<https://tinychoice.net>

Ink/Inky - <https://www.inklestudios.com/ink/>

<https://love2d.org> - a framework to make 2D games in LUA

<https://github.com/schaul/py-vgdl> - a video game description language built on top of Py

<https://www.bfxr.net> - noises for your games

<http://sfxr.me> - noises in your browser for your games

<https://sfbgames.com/chiptone/> - more sounds for your games