CHAPTER 11

The Mostly Codeless Challenge

You have done well so far, my friend. Only three things remain for you to do.

- Create a game for the platform of your choosing using the topics discussed in this book.
- Distribute your game through a well-established digital store, such as Steam.
- Sell at least 100 copies of this game at a competitive price.

If you manage all this, your video game developer potential has been unlocked. You are then on the right path. May you continue to make great games and have them sell way more than 100 copies each.

In any case, congratulations!

If you fail this challenge, simply reread the book and try, try again.

Sincerely,
Robert Ciesla
CEO, Soiree Games
Proud nerd