

## Getting Ready

This very short article, written by professional technical artist **David Wehle**, describes what he learned as he finished and released his first two solo games.

<https://connect.unity.com/p/articles-so-many-projects-so-little-time>

Indie developer **Chris Zukowski** offers a reality check, and encouragement, for finishing your very first game. He also links to other excellent resources for beginning game makers.

[https://www.gamasutra.com/blogs/ChrisZukowski/20180109/312705/How to actually finish your first game this year.php](https://www.gamasutra.com/blogs/ChrisZukowski/20180109/312705/How_to_actually_finish_your_first_game_this_year.php)

Unity asked popular YouTubers **Extra Credits** to offer specific, practical tips and resources for beginning game makers. Watch the videos here:

<https://unity3d.com/learn/tutorials/topics/developer-advice/how-start-your-game-development?playlist=17126>

**Game Maker's Toolkit**, a YouTube series by Mark Brown, breaks down game design decisions in popular games – one of the best ways to learn what works. Watch a few to understand how to play games critically yourself.

<http://bit.ly/MarkBrownGameMakersToolkit>