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Game dev tycoon slider guide 2019

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The game score is a hidden value that can only be seen in modding (not to be confused with the review score you see), and basically it's the sum of designs + techs split by modifiers based on game size (which makes up for the fact that big games take longer to develop and accumulate more points) and multiplied by some quality qualifiers. All of these modifiers are typically limited to values around 1 and have a minimum value of around 0.6. Therefore, failing a single quality check can significantly reduce your game's score. The score of this game does not translate directly into a review score, but rather is compared to the previous high score (read the next paragraph for details) to calculate your review score. While affecting game quality adjusters during game development, it can affect the total design + tech you receive primarily outside of game development, but more features (employees can contribute more points while developing areas to which the feature belongs), training employees/hiring additional employees (point contributions increase), and during game development, you can almost always influence all quality qualifiers for the game. Good quality ≠ good reviews! First thing everyone needs to understand: a good quality game doesn't mean a good review In this game, you compete exclusively with your own previous high score (except for the first beginning of the game until you can beat it and set the first high score). Your game score will be compared to your high score (with an additional gain of about 10%-20%, it's your final review score (before it gets a little randomized and get to see it). Therefore, to get a good review score, you need to perform slightly better than your previous score. This is very important to understand: in order for you to just be able to keep playing and get a good review score, ultimately, no matter what you do, you'll get a 9.5+ game (if you don't lose before)!Why do you want to make a high quality game afterwards? For example, to get the best quality based on slider assignments, you don't need to apply less than 20% (3-6 pieces per genre) to a particular topic, you need to apply more than 20% to a specific topic (0-3 per genre), and at least twice apply 40% or more to a specific topic (3-6 per genre). But to make a game of the worst quality, you need to flip all of that - always apply less than 20% to a specific topic (from 3 to 6 per genre) and always apply more than 20% to a specific topic (~0-3 per genre). So, if you go for the best quality, you have 60% freedom (i.e. 60% of 100% of sliders are fine. Remaining) 2 sliders, 80% free with ~1-4 sliders, 20% free with ~0-3 sliders, 100% free with the remaining ~0-6 sliders, and if you go for the worst quality, If you compare you have 20% freedom with 3-6 sliders, 80% freedom with 0-3 sliders and 100% freedom, you will see that you have 500% to 800% (out of a total of 900%. Free in the first case and 360%-660% in the second. Therefore, adhering to the highest quality ruleset gives you more creative freedom than following the worst quality ruleset. This is even more radical, such as genre/topic combos. There are more great combos (1 quality qualifiers) than Strange's with the lowest possible quality qualifier of 0.6. So, if you focus on making only the worst weird combos, there are very limited genre/topic combos to choose from (very few multi-genre games). But if you focus on making only great combos, you're much freer. For example, dungeons, airplanes, fantasy, and many other topics can produce 4 great combos, only one of the worst strange combos. Overall, there are very few topics that give weirder combos than great combos (game Dev and superheroes and 3 weird vs. 1 great, romance, startup, hospital and surgery 2:1), but most of them produce more amazing combos than weird combos. Therefore, this page does not tell you how to make a game that will get a good review score. This will tell you how to make the game of the highest quality which will help you get good reviews in turn, having consistency in your score. If you develop a game of consistent quality (great combos, technical/design balance, bugs, etc.), your game score will be based almost exclusively on the total design and tech points you see, so it will be easier to determine how well it worked (before looking at the reviews). After all, it's all up to you, free your mind, think about what you want to make next, train or study, and always keep your cool. The world is waiting for only one thing, and that,You. For more information on how to evaluate and review the quality of your game, see Reviewing algorithms. First, always avoid: Don't make an extension or sequel 40 weeks before you develop two games in a row on the exact same topic/genre or topic/genre/second genre. Develop sequels using the same engine. Develop large games without using 2D graphics V4 or higher/3D graphics V3 or higher (not applicable to extensions) Develop AAA games without assigning at least 3 experts to each field considered important for the genre of developing AAA games without using 3D graphics V5 or higher. As mentioned earlier, the quality of the game is calculated as a combination of different modifiers applied as a number for the sum of design + technology. To make a guaranteed and perfect game (except for trends that are random), you need to strike the right final balance between design and tech points that comply with all slider assignment rules throughout the development process, choosing a great combination of genres and topics Genres and Topics Choose a platform that best suits your genre (or both genres for multiple genres) The process of creating a game can be divided into two main parts: pre-production and development pre-production phase during pre-production, when the game's major decisions are made. Choices available during pre-production: Game titles. The name of the game. Size. This affects the time it takes to develop the game and also changes the development cost. Small games are almost impossible to reach an average score of 10. Therefore, if you want to receive a perfect score, it would be ideal to generate a bigger game. Topic. Genre. Platform. Engine. This table is based on raw data from game sources. -----= Terrifying Audience: Y = Young, E = Everyone, M = Mature Topic Genre Audience Action Adventure RPG Simulation Strategy Casual Y E M Abstract ++ + - - - - - - - - - - - - - - - - + + + + + + + + + Airplane +++ --- + +++ +++++++++ - - - - - - - + + + + + + + + +