

Game Engines

Software for video game creation

Links

<https://make.gamefroot.com/>

<https://chatfuel.com/>

Description

To create a game, you need a "game engine", which is basically the program that handles all the technical components to allow you to focus on the game creation itself. With D-ESL, we only focus on no code options (i.e. engines that don't require to have programming skills). In our tutorial and for our own games, we explored:

- [Genially](#)
- [GDevelop](#)
- [RPG Maker MV](#)
- [Twine](#)

We recommend these options, but there are many, many more programs that you can use.

This includes [Gamefroot](#), a website to create simple games very easily and 'in a fun way', as they advertise.

You can also use other programs that were not created with gaming in mind but can be used for it, for instance [Chatfuel](#), to create an interactive story through a chatbot on Facebook, Instagram or WhatsApp, for instance.

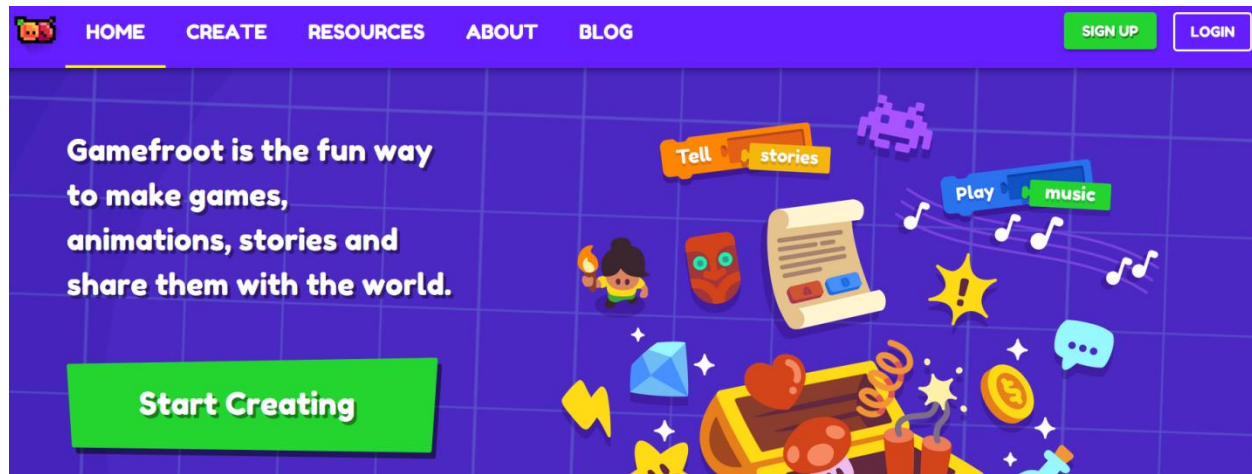


Figure 1 - Screenshot of Gamefroot

Features

Both Gamefroot and Chatfuel happen fully online.

Gamefroot will allow you to create traditional 2d games (e.g. platformers), with access to a rich library of visual assets. Creating the game mechanics feels like putting pieces of a jigsaw puzzle together.

[They also offer game development resources, student resources for years 7 – 10 and Game-Based learning teacher resources](#)

Chatfuel is a platform to create a chatbot for Facebook, Instagram or WhatsApp. You will be able to create a scenario of an interactive story, and the players will make choices by discussing with the chatbot and clicking on buttons. Chatfuel is easy to use, with a visual representation of all your story blocks in a flow chart.



Price

- Gamefroot is free, but you can pay for extra add-on packs of characters, terrain, music, weapons etc. on their marketplace.
- [The price of chatfuel](#) will depend on the number of persons that use the chatbot you've created, per month. As of now (2023), it is free for a maximum of 50 users, 15€ for up to 500 users, and it can go up to 120€ to up to 10.000 users.

Operating system(s)

Both options are web based, so they should work on any computer with internet.

Why using it?

They are different options to propose innovative learning activities to your students, with an approach based on gaming. The main advantage is that they are web-based and easy to use.

How to use it?

- Gamefroot comes with tutorials to guide you throughout the process of your game creation. Creating games with Gamefroot is similar to fitting puzzle pieces together, with a click of the mouse.
- Chatfuel offers a Flow visual representation of the bot. You create blocks that you link together in various threads. They offer guides to get you started.

<https://docs.chatfuel.com/en/>



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