

# 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.

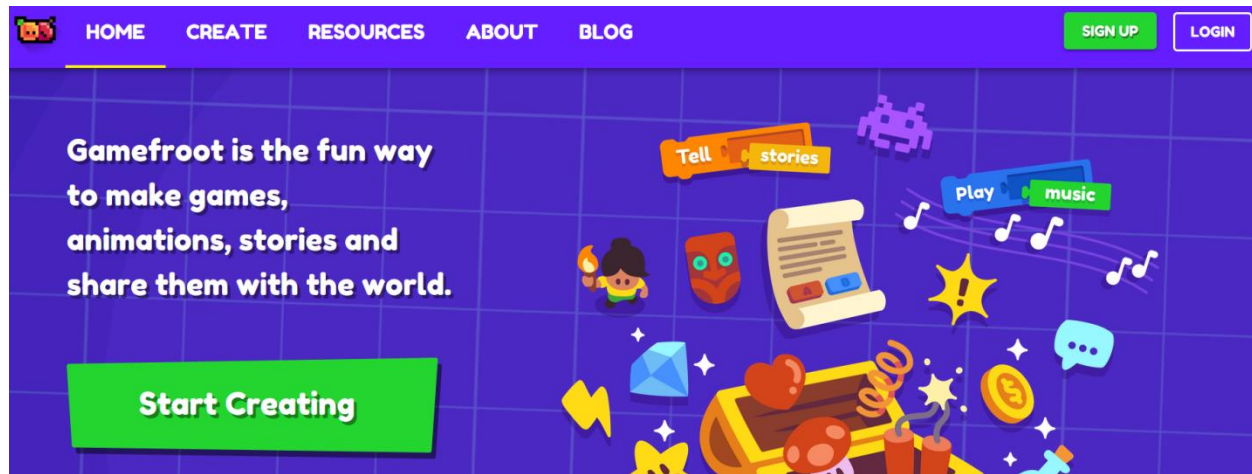


Figure 1 - Screenshot of Gamefroot

## 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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