EVTEK University of Applied Sciences   ABSTRACT
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The goal of this thesis was to study the methods used in game design and the process of adventure game development. These methods were then used to create a game project which was to become as good as commercial games.

The study was divided in two parts. In the first part game design and development methods were studied. Different development tools for amateur adventure games were evaluated and projects created with those tools were studied.

In the second part of the thesis a graphic adventure game was created using the development methods and design principles learned in the first part. The game took part in the MAGS competition. MAGS is a monthly game development competition based on the Adventure Game Studio by Chris Jones. Adventure Game Studio is a free game development environment and the run-time engine aimed for creating point-and-click adventure games. As the run-time engine was readily provided, all the effort could be put into writing the story, creating the graphics and programming the game logic. The competition set a 26 days schedule to finish the game.

As a result a short but functional graphic adventure was achieved. The game won the competition and received good reviews from the people who played it. The graphics and original features were especially praised.

A schedule of 26 days is strenuous when working alone on a game project, even when creating a short game using ready-made run-time engine. Most of the time was used to create the graphics while programming and compiling the game took the least time. Experience, development methods and design principles acquired from the project give a good foundation for any future game development projects.

The game and its full source is available at http://odottamaton.raah.fi.

Keywords	graphic adventure game, game development, game design, computer game, Odot Tamat On, Adventure Game Studio