



# RESOURCES FOR JAMMERS

**NB:** List maintained by [Ciro Continisio](#) (GGJ Rome). If you want to add an useful link, ask for editing permissions through the tool here on [Google Drive](#).

Resources listed here are generally free, though some have paid plans for extra features.

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## Tools

Modeling - <http://blender.org>

Open Source Tool for Storytelling - <http://twinery.org/>

Openframeworks - C++ toolkit - <http://www.openframeworks.cc/>

Color Scheme Designer - <http://colorschemedesigner.com/>

Sound editing - <http://audacity.sf.net/>

Music - <http://lmms.sf.net/>

## Vector/Scalar Image & 2D Graphics

GIMP / FOSS Photoshop - <http://gimp.org> ,

Get Paint : <http://www.getpaint.net/>

2D Tile Map Editor - <http://www.mapeditor.org/>

Texture Packer - <http://www.codeandweb.com/texturepacker>

Color Oracle - Color blindness testing - <http://colororacle.org>

Inkscape - SVG Vector drawing tool- <http://inkscape.org/>

Aseprite - <http://www.aseprite.org/>

Pixlr - <http://pixlr.com/editor/>

## Source Control

Mercurial SCM (software only) - <http://mercurial.selenic.com>

Git (software only) - <http://git-scm.com>

GitHub (software and hosting) - <https://github.com>

Bitbucket (mercurial and git, hosting only) - <https://bitbucket.org>

Sourcetree (nice visual gui software for git and mercurial): <http://www.sourcetreeapp.com/>

GitExtensions (similar to Sourcetree, but all FOSS): <https://code.google.com/p/gitextensions/>

## IDEs

Eclipse - <http://www.eclipse.org/>

Visual Studio Express - <http://www.visualstudio.com/products/visual-studio-express-vs>

Monodevelop - <http://monodevelop.com/>

IntelliJ - <http://www.jetbrains.com/idea/>

Komodo Edit - <http://www.activestate.com/komodo-edit>

## Engines

Unity 3D - <http://unity3d.com>

Unreal Development Kit - <http://unrealengine.com/udk>

Cry Engine SDK - <http://cryengine.com>

GameMaker - <http://yoyogames.com>

GameSalad - <http://gamesalad.com>  
Construct 2 - <https://www.scirra.com/construct2>  
Stencyl - <http://www.stencyl.com/>  
Ren'Py - <http://www.renpy.org/>  
IRRLicht - <http://irrlight.sourceforge.net/>  
Project Anarchy - <http://www.projectanarchy.com/>  
Love2D - <https://love2d.org/>  
Gamesonomy - <http://www.gamesonomy.com/>

## Audio

Irrklang - <http://www.ambiera.com/irrklang/>  
Sound Effects - <http://bfxr.net>  
Audacity - Audio / Recording / Music - <http://audacity.sourceforge.net/>  
Procedural Music - <http://abundant-music.com> (Needs a Midi Renderer)  
SynthFont - <http://www.synthfont.com> (Midi Renderer)  
GXSCC - <http://www.geocities.co.jp/SiliconValley-SanJose/8700/P/GsorigE.htm> (Midi Renderer)  
Chip Tune Creator - <http://www.beepbox.co>  
Milkytracker - <http://www.milkytracker.org>

## HTML5 / Javascript

Listing - <http://html5gameengine.com/>  
Game Closure - <http://www.gameclosure.com/>  
Canvas Engine - <http://canvasengine.net/>  
List of HTML5 / Javascript engines <http://html5gameengine.com/>  
CreateJS (HTML5/Javascript libraries - preloading, audio, canvas, tween) - <http://createjs.com/#!/CreateJS>  
Box2D (javascript 2d physics library) - <http://box2d-js.sourceforge.net/>  
Javascript 3D toolkit: <http://jeromeetienne.github.io/tquery/>  
Phase - <http://phaser.io/>  
Cocos2D HTML5 - <http://www.cocos2d-x.org/download>

## Frameworks

XNA (C#) - <http://www.microsoft.com/en-us/download/details.aspx?id=23714>  
MonoGame (Open source version of XNA, actively maintained) - <http://monogame.net/>  
Processing (Java) - <http://processing.org/>  
Ogre3D (3D rendering engine) - <http://www.ogre3d.org/>  
OpenFL (Flash-like crossplatform API) - <http://www.openfl.org/>  
Box2D (2d physics library) - <http://box2d.org/>  
Flixel (Flash) - <http://flixel.org/>

SDL (cross platform API for C/C++) - <http://www.libsdl.org/index.php>

## Assets

Everything - <http://opengameart.org> - most models in Blender format

### 3D Models

3D Models - <http://turboSquid.com> <http://www.blendswap.com/>

3D Models, Textures - <https://www.assetstore.unity3d.com>

### Textures / 2D Art

Textures - <http://www.cgtextures.com>

Textures - <http://www.openfootage.net>

2D sprites and Flash backgrounds - <http://glitchthegame.com/public-domain-game-art/>

2D art: <http://lunar.lostgarden.com/labels/free%20game%20graphics.html>

2D art list - <http://bit.ly/18avkmQ>

### Audio

Music (and graph paper!!) - <http://incompetech.com>

Music - <http://www.newgrounds.com/audio>

Sound Effects - <http://freesfx.co.uk>

Sound Effects - <http://soundbible.com>

Sound Effects - <http://freesound.org/>

The Open Bundle (Music, 2D assets) - <http://open.commonly.cc/>

### Fonts

Fonts - <http://www.1001freefonts.com>

Fonts - <http://www.fontriver.com>

Fonts - <http://www.1001fonts.com>

Fonts - <http://www.fontsquirrel.com>

Fonts - <http://www.iconian.com>

Google Fonts - <http://www.google.com/fonts>

Da Font - <http://dafont.com/>

### SDKs

Made with Marmalade: <https://www.madewithmarmalade.com/>

Appcelerator: <http://www.appcelerator.com/developers/>

### Board games

Board game tools - <http://www.rptools.net/>

FabLab tools - <http://fab.cba.mit.edu/content/tools/>

## Task Management Tools

### Graphical

[Trello](#) project management, general bucket list, collect screenshots, vote on features

[Murally](#) is a pinboard that connects to google drive and evernote

[Realtime Board](#) pinboard

[Mindmeister](#) mindmapping

[Lucidchart](#), [Cacoo](#) for diagrams and flow charts

### Text-based

[Collabedit](#) is a text editor / chat hybrid with simple syntax highlighting, easy to share

[Workflowy](#) - Collaborative list editor, useful for organizing tasks into lists and prioritize them

[Editorially](#) is a versioned, collaborative markdown text editor that has nice export formats

[Fargo](#) is a nice outliner / notepad

### Miscellaneous

Procedural terrain tool for Unity3D: <http://code.google.com/p/unityterraintoolkit/downloads/list>

PixelProspector's gamedev big lists: <http://www.pixelprospector.com/indie-resources/>

[Screenr](#) web based screen recorder

[JSFiddle](#) collaborative tool for web projects

[Github Gists](#) collection of useful scripts