

INDIE GAMES.

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Today at the age of computers and information films and books retreaded on background. In the 21st century list of computer games is incredible, and is growing day after day. Today not only a specialized team can make a game, even one person can write a hit.

Independent video games (commonly referred to as **indie games**) are video games created by individuals or small teams generally without video game publisher financial support. Indie games often focus on innovation and rely on digital distribution. Indie gaming has seen a rise in the latter half of the 2000s decade, primarily due to new online distribution methods and development tools. Some games originated as indie have become very successful financially, such as Braid,^[1] World of Goo,^[2] fl0w and Minecraft

Main Indie Game instruments.

Today programmers are free in choosing instruments for creating their own indie games. Someone wants to create the own Engine and someone has already used existing.

- 1)OpenGL
- 2)DirectX
- 3)PhysX
- 4)Unreal Engine
- 5)Unity

In conclusion, I can say that nowadays indie-gaming is in the stage of lightning-fast progress. It becomes more and more popular day by day. Most prominent indie-developers grant us brilliant games. Even though some of these games don't become very popular among people and sometimes even get abandoned by their creators, others get so popular that can compete with modern AAA games. It can be explained by involving people into the making of the game – people can actually give the developer some ideas about what they want to see in the game. So, as we may see, indie-game development is a positive phenomenon for the whole gaming industry.