Board Game Arena

STUDIO
Online boardgaming development platform

The **8** steps to create a board game on Board Game Arena

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It's easy to create a board game adaptation with BGA Studio, but...

… but this is still software development. To realize a game on BGA, you need :

• To know the **PHP language**. No specific framework is used and you won't have to use advanded object-oriented features, but you have to know the language itself. Note that if you are used with the syntax of languages like Java or C, PHP is really easy to learn (and well documented).

• To know the **SQL language**. You will mainly use basic SELECT/UPDATE requests, but time to time a well-written query can save you a dozen of PHP lines.

• To know how to design a web page with **HTML and CSS**. In particular, you'll use a lot of absolute/relative positionning, then it's important that you know exactly what you are doing.

• To know the **Javascript language**. A lot of javascript is being used for the client-side part of the games. Javascript is a language which looks simple but has many traps. We are using the Dojo framework on BGA, but only a few methods are necessary to realize games so you don't have to worry about this.

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Tell us you want to join the Studio developers team

Just write an email to « contact (at) boardgamearena.com » saying that you volunteer to create a game on the platform.

Afterwards, you'll be part of the **Studio developers team** and you are going to receive all informations, news and propositions about games developement.

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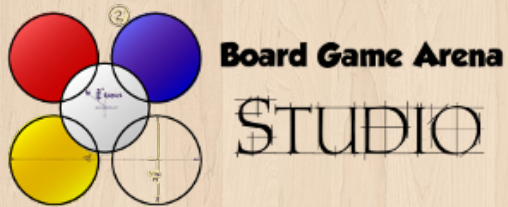**STUDIO**

Board games digital rights

Board Game Arena is working with a set of board games publishers. Once you're part of the Studio developers team, you'll know which licences are available and will be notified when interesting new licences are availables.

When you see a board game that you want to adapt, you just have to volunteer to realize it.

Which game should I choose ?

First and most important rule : choose a game you love to play!

Second rule : choose a simple game for your first realization, then you can try more complex games. Board Game Arena Studio makes board games adaptation easy, but a complex board game is still complex to adapt. This is why we keep complex board games for experienced developers.

BGA Studio online environment

Setting up a complete development environement with all the components needed for realtime online boardgaming is complex.

Good news: you don't have to setup such a development environment, we've created one for you!

Connecting to your environment.

BGA Studio (studio.boardgamearena.com) is a website just like BGA where you can create tables and launch games. The biggest difference is that you can modify the source code of the game you are developping on the platform.

To start, we create 10 player accounts for you in order you can make your tests, and we create the skeleton of a game based on one of our game example. Thus, as soon as you connect to the studio for the first time, you can launch a first game and try to hack the running example.

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BGA developers resources

While developing your game, you have an access to different ressources to help you :

• BGA games examples : full source code of some classic games.
• BGA Studio wiki documentation.
• BGA developers forum.

Any problem?

If you have a problem, please check first if you don't find the answer in the wiki documentation. Then, you can ask your question in developer forum – maybe another developer already meet the same problem. Finaly, you can ask us directly.

We'll be happy to answer all your questions about BGA Studio and BGA framework. However, as you can imagine, we won't do any support on languages-related issues.
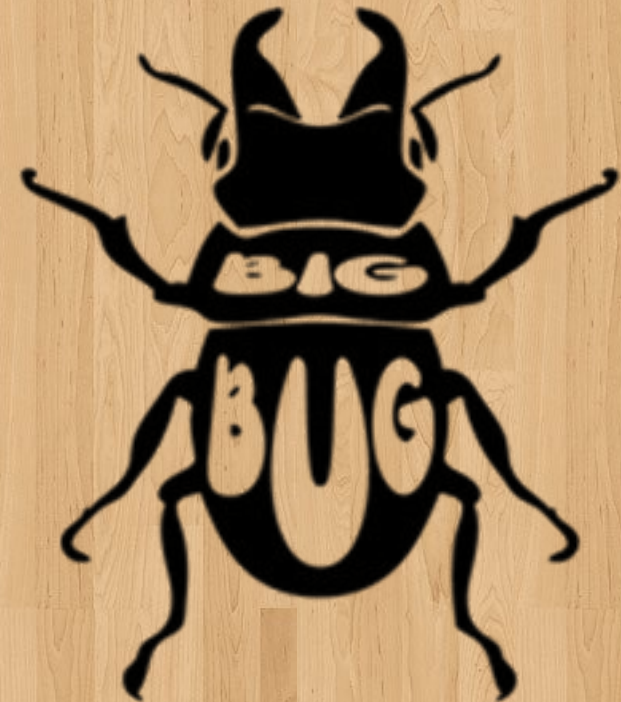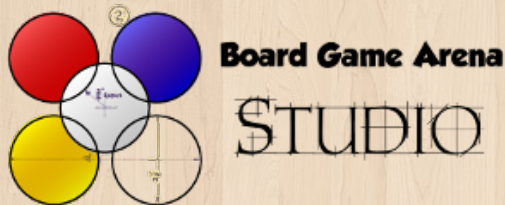
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Online tests on Studio

Because the development environment is 100 % online, it's also a test plateform where you can invite friends to test your game in development.

When you register to Studio, you get 10 accounts that you can use for this purpose.

Don't hesitate to test with different friends who know the original game as soon as possible : it helps a lot to figure out that a rule is missing or that some ergonomics should be improved.

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BGA team review

Games licences are entrusted to Board Game Arena by games publishers, and consequently we have to make sure the quality level of the adaptations meet the BGA standards.

Once you submit your game, BGA team try the game with you and check if the adaptation is good enough for publisher review.

Publisher review

Finally, we organize some games between you, BGA team, the game publisher and very often the game designer.

Based on these games, the game publishers gives the final « GO » for the adaptation.

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« Silent launch »

During a first period of 2-5 days, your game will be made available on Board Game Arena without any advertisement.

This way, the number of games is limited and we can check if there's no major issue with the game.

Beta phase

When we are confident that there's no blocking bug with the game, we made an annoucement and the game is officially published on the plateform in « Beta » state. The game will remains in Beta state until there's no more major bugs.

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Congratulations!

Your game is now on BGA :)