

Microsoft Project Spark: Tool to help anyone can make games

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Not long after selling its latest console, Xbox One, Microsoft recently introduced the Spark Project, a game-making tool that runs on their products, including the latest Windows 8, Xbox 360 and Xbox. , the Xbox One. Project Spark allows all developers, enthusiasts to make games, and even gamers, can build and develop "1 game in the game" at will, running on 3 platforms of Microsoft that we just mentioned above. The tool allows programmers to play their games on all 3 platforms.

In essence, Project Spark is similar to Sony's LittleBigPlanet, which allows players to use PlayStation Vita to control games on PS3. However, there is another point that Microsoft takes advantage of their Kodu tool, and speeds up the integration of SmartGlass to allow players to interact with the game from the tablet, while the game is built and played on Xbox One.



Project Spark provides gamers with many methods for creating and editing games. In the simplest way, gamers can choose the world type, character, and mission. After selecting, you will be "thrown" into the map; and from here you can play or continue editing as you like. Saying "making games in the game" is like that. You can share the games created by Project Spark with the gamer community, and every game made with this tool allows editing and customization. You can create 3rd person shooter games, 2D games, or even goalkeeper games. By default, the game type will be similar to action games like Zelda or Fable. Gamer can customize everything, and

Microsoft allows every element in the game to have its own brain to control both movement and action.

Programmers can also control Project Spark via Xbox One, SmartGlass, or traditional mouse and keyboard. Even the gamer can use the Kinect sensor to record a voice, or record body movements to apply to body movements, voices, and character faces.



Microsoft said that Project Spark will only be available for Windows 8.1 users, with strict hardware requirements. Those who own "big" hardware are hoping to try it out. It is unclear whether there will be a future version of Project Spark for Windows RT.

Microsoft's Project Spark has great potential to make creating a game easier for those who are still amateur and want to try it out. Developers who are not yet proficient with professional ID @ Xbox programming tools to make indie games can try new Project Spark. Looking back at Microsoft's rival Sony, although the Japanese technology company LittleBigPlanet's name has become quite familiar to fans for many years, but despite its emphasis on creativity, LittleBigPlanet itself is fundamentally already a game, not in the form of tools like Project Spark. Project Spark will allow gamers, programmers, or anyone interested in making games, more land to create.

Although with the newly released Project Spark version, you can make a game to run on Xbox One, but the Project Spark version for the Xbox One will only be released next year. In addition, Microsoft is currently limiting the popularity of Project Spark. The app is now available on the Windows Store, but some geographic areas may not be available for download. Also, after downloading, you will have to enter a special key to activate it to use. The beta version of the Xbox One application is expected to be released in January next year, and the final version will be released in 2015. Users can download the Spark Project for Windows 8.1, and with the activation key, you You can send a request to Microsoft on the official website of this project.

Video introducing Project Spark:

Image of Spark Project interface:

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Create Your Own Game





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