

Let's analyze the frequency of each development tool mentioned in the survey responses:

Frequency of Development Tools

1. **Genetics Kit**: Mentioned 7 times
2. **Roomie**: Mentioned 7 times
3. **Spritist**: Mentioned 7 times
4. **CAOS Tool**: Mentioned 5 times
5. **SpriteBuilder**: Mentioned 5 times
6. **Jagent (Monk and Edos)**: Mentioned 3 times
7. **Theist**: Mentioned 3 times
8. **Notepad**: Mentioned 2 times
9. **Revelation**: Mentioned 2 times
10. **EasyPray**: Mentioned 1 time
11. **OneStopSpriteShop**: Mentioned 1 time
12. **MediaWiki**: Mentioned 1 time
13. **Vim**: Mentioned 1 time
14. **Distributed version control like Git**: Mentioned 1 time
15. **Python**: Mentioned 1 time
16. **Map Editor**: Mentioned 1 time
17. **BobCob**: Mentioned 1 time
18. **VSCodium**: Mentioned 1 time
19. **GIMP**: Mentioned 1 time
20. **Procreate**: Mentioned 1 time
21. **Geneforge + EggForge**: Mentioned 1 time

- CAOS Editor: A dedicated editor for CAOS (Creatures Agent Object Script) is highly desired. This would streamline the coding process for developers. Some respondents mentioned that coding tools were essential when they started, indicating that having robust and accessible coding tools is crucial for new developers.

- Agent-Maker Tool with GUI: There's a strong interest in a graphical user interface (GUI) tool for creating agents. This tool would feature drag-and-drop Scratch-style code blocks, and drag-and-drop images for generic all-purpose coding blocks, allowing users to set attributes and behaviours through checkboxes. This would be particularly useful for those with limited coding experience, making the creation of simple agents much easier.

- Genetic Comparison Tools: The community is looking for better genetic tools. Existing tools like Gene Compare, the Genetics Kit and Gendiff are seen as outdated and difficult to use.

- Support for Existing Tools: Tools like Roomie, Spritist, and Theist are appreciated, and there's a desire to see continued development and support for these tools. Additionally, there's a call for new tools like an ATT editor and an updated genetics kit.

- Tutorials: More in-depth and beginner-friendly tutorials are requested. While some tutorials exist, there's a need for more comprehensive and heavily commented guides.

- Time Constraints: Many respondents mentioned a lack of time as a barrier to development. This suggests that tools which can save time and simplify processes would be particularly valuable.
- OpenC2E Expansion: There's interest in expanding OpenC2E (an open-source engine for the Creatures series) to support other scripting languages like Lua, Python, or KAOS. This would provide more flexibility and options for developers.
- Sprite Bases: For those not skilled in 3D software, having basic sprite bases for creature parts would be helpful. This would speed up the process of sprite creation and ensure consistency in scaling.

Overall, the survey highlights a need for user-friendly, time-saving tools that cater to both beginners and experienced developers.

Frequency of information resources:

Where people go to find tutorials or development information for the Creatures series:

- Asking on Discord: 10
- Creatures.wiki: 10
- Asking someone specifically: 7
- Official CAOS documentation: 7
- Creatures Development Network archives: 6
- Creatures Caves: 5
- YouTube: 3
- Creatures Development Standards spreadsheet: 3
- C3 Bootstrap V2: 2
- Digging into the guts of official cos files, and the guts of other agents: 2
- Web searches: 1

This breakdown shows that Discord and Creatures.wiki are the most popular sources for finding tutorials and development information, followed by asking someone directly and using the official CAOS documentation. Examining the code directly, as in digging into the guts of cos files, other agents, or the C3 bootstrap V2, are rarely used, as is the high-level overview given by the Creatures Development Standards spreadsheet.

The survey responses highlight several key areas where the Creatures community would like to see more tutorials:

- **Beginner and Advanced Tutorials:** Respondents want both beginner-friendly tutorials (e.g., first plant, first bug/critter) and tutorials for creating advanced complex agents such as elevators, connectable gadgets and gardenbox agents.
- **Basic agent coding to modern best practices:** Basic tutorials on agent coding, particularly for creating critters, plants, and other common agents, are needed. It can be inferred that simply presenting the code with minimal commentary does not scaffold enough for beginners, as 'digging into the guts' of other agents and the C3 bootstrap V2 are not often used. Updated standard agent scripts that cater to the different genetic needs available now in the community are desired.
- **Quickstart Guides:** A quickstart guide for developing in Creatures 1 and 2 (C1/C2) for those familiar with Creatures 3/Docking Station (C3DS) CAOS would be helpful.
- **Creature Brain:** Tutorials that simplify the understanding of the creature brain and its architecture are requested. These would help developers use the brain as a powerful tool for genetic engineering. Tutorials on adding new types of architecture to the creature brain, similar to what was done with Cannies and Nova Subterras, are wanted.
- **Video Tutorials:** There's a call for video tutorials and a stronger community presence on YouTube for commonly created agents like animals, plants, food, toys, and more. Additionally, a

comprehensive series on metaroom creation, covering all aspects, including emitters, CA links, favorite place icons, and best practices, including Blender basics for metaroom backgrounds and objects, would be beneficial.

Overall, the survey indicates a need for a variety of tutorials that cater to different skill levels, scaffolding developers in, with a particular emphasis on video content, modern best practices and comprehensive guides.

The survey responses highlight several specific problems that the Creatures development community would like tutorials to address:

There was a theme of basic coding skills – the stuff that isn't Creatures-specific – understanding how to code, how to troubleshoot, how to create efficient code that avoids lag and bugs within the context of Creatures.

- **Overcoming Mental Barriers:** Some respondents mentioned the mental barrier to understanding code as a significant challenge. Tutorials that simplify coding concepts and make them more approachable would be beneficial.
- **Common Troubleshooting Issues:** Tutorials should cover common troubleshooting issues, such as errors that occur when sprite files are not updated correctly. These guides would help newbies identify and fix common mistakes.
- **Agent Performance and Bug Fixing:** Tutorials on improving agent performance and fixing bugs, particularly null exceptions, are requested. These guides would help developers create more efficient and error-free agents.

Another theme that emerged was a desire for updated standard agent scripts that are well-explained, cater to the needs of the creatures, and can act as a foundation for new developers to create variations.

- **Updated Standard Agent Scripts:** Developers are looking for updated standard agent scripts that can cater to different genetic needs. These scripts would serve as a foundation for creating new agents.

Instinct Friendliness: There is a need for tutorials that focus on making agents instinct-friendly, ensuring that creatures can interact with the game environment in a natural and expected way that contributes to their learning.

Explanations of Stimuli and Scripts: Detailed explanations of stimuli and scripts are needed to help developers understand how these elements work and how to use them effectively.

In terms of Creatures-specific tutorials, compound agents, how to work with atypically sized sprites.

- **Multi-Part Agents:** There is a need for tutorials that explain how to create and manage multi-part agents, which can be more complex than single-part agents.
- **Working with Sprites:** Tutorials should address how to work with sprites that don't easily fit into a spritesheet due to varying sizes. This would help developers manage and organise their sprite assets more effectively.

Overall, the survey indicates a need for comprehensive, practical tutorials that address both common and complex problems in Creatures development. A broad range of tutorials that cover various aspects of development are desired. These tutorials should aim to simplify the development process and make it more accessible to both new and experienced developers.

In terms of what tutorials people said they were interested in making... you'll just have to wait and see...