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By Joshua Bailey Updated September 22, 2017 Nintendo Wii is a home game console that uses DVD games. These same games can be played on your home computer using a Wii emulator called Dolphin. Dolphin is a program that tricks your computer into thinking it's a Wii. This allows Wii games to be downloaded directly as part of the Dolphin program. Download Dolphin from the Resources section of this guide. It is the only Nintendo Wii emulator that plays commercial games. Insert the Nintendo Wii game into your computer and open Dolphin on your computer. Click file and download from DVD. Click on the drive that your Wii inch Dolphin game will download your Wii game and it will start as it would from inside the Wii. Use keyboard and mouse to control the game on your computer. Dan Chruscinski Updated September 22, 2017 ComputerWii Development KitStartup Capital Development Games for consoles such as Nintendo Wii requires more than just the idea of a game and a computer. With the increasing cost of developing games, aspiring developers will need to build relationships with Nintendo to comply with the company's guidelines, as well as purchase the necessary equipment to develop the Wii. The process of developing the game can cost a lot of money and take years. Use this guide to begin the process of creating and publishing a Wii game. How to make games for Nintendo WiiOutline your game idea from start to finish. Start with a general idea of what you hope to achieve with your game. Break the game into certain areas. Decide the genre of your game or it will combine several types of games. Take the time to develop your characters and plot; even if the game is action-oriented, you still have to take players from start to finish. Create a document that can be easily read and understood by a third party. Creating this document can be a long process that takes several months; in some cases, more than a year of research will be required. Find out how your game will use unique Wii controllers. If motion management is an important part of your game, research how other games use technology and use that knowledge to adapt the controls into your own game. Keep in mind that not all Wii games use motion control, but developers should use this feature. Partnering with professionals. Game development requires knowledge of game design and programming. If you lack knowledge about programming languages, such as 3D modeling tools, you need to collaborate with people who can help you with these aspects of the development process. Submit an application to become an authorized Wii game developer. The ability to produce games for release on the Wii requires this permission. Gather the following information to provide in your app to Nintendo: Your company name, address, phone number and main contact Industry Experience Names published gaming games contractors who will work on the development Are filled out and submit a confidentiality agreement. This will happen after being accepted as a developer. You will be responsible for any information that is leaked regarding tools and development processes. Purchase a Wii development kit. In order to develop a game on the Wii, users will need more than a computer; This kit is designed to compile code, test games, and ensure that programming stays within the console. These kits range from \$2,000 to \$10,000. Take your game sketch and build a product with this document. Using a development kit will help you find out which of your ideas can be effectively translated into a Wii game and which should be modified complete with console limitations. Make quality assurances in your game. This is also commonly referred to as error testing. Often games contain glitches that can be small, such as the wrong texture, or large enough to prevent players from continuing past a certain point in the game. Bring on external players who will be assigned specific sections of the game to play through several times, all while recording and reporting bugs and glitches for programmers. Explore the possibility of purchasing a publisher for your game. Visit the websites of a well-known game publisher such as Ubisoft and Electronic Arts. Contact the company to see if it is ready to publish and distribute your game. Publish your game. If you don't have a publisher, you can send your game to WiiWare, a downloadable game channel console. If your game is approved for Nintendo release, it will be added to its upcoming release schedule. Start by programming games on your PC. It's a less expensive route to take as an independent game developer, and you'll build a portfolio of works to show companies like Nintendo. Developing console games is expensive. Without proper funding, it can be extremely difficult to get permission as a Wii developer. The Wii U just hit the market and there's a good chance that if you don't get one, you've missed the boat. Supply shortages are common with the launch of a new console. That being said, if you manage to get your hands on the Wii U, there are some great games coming along and some that are on store shelves already. Sure, the Wii U may be a bit odd with its new control method, but it still looks like a pretty awesome system with some great games. The games I'm going to talk about today make the Wii U system worth owning, or at least considering. They have absolutely fantastic graphics and they make good use of the innovations offered by the system. Typically, the launch of the game leave much to be desired, but the Wii U actually has a pretty solid lineup that even makes me original and Wii U detractor, get up and take notice. Super Smash Brothers I'm what you might call an old-school Nintendo fan. I spent too much money on NES games just to round up my collection. Collection. Smash Brothers scratches that nostalgia itch and offers some solid fighting mechanics that are just totally fun. Unfortunately, the only thing we really know about the next Smash Brothers is that it exists. Honestly, it's good enough for me. Just knowing that the new Smash Brothers is coming is enough to make me excited. The new Super Mario Bros. U new Super Mario Bros. franchise isn't really new anymore. It's been around for quite some time now and the gameplay mechanics are basically the same as Mario's games of the past. Just because it's not new doesn't make it any less exciting. Mario is a staple of Nintendo, and when this game hits the Wii U, there are two things you can guarantee: it will be good and it will sell millions of units. The zombie zombie was cleared at the E3 awards, and left the press shocked by what the Wii U could do. He had a few problems in the demo, but the final version seems to have fixed all these problems. Reviews are coming, and while it doesn't knock all the socks off, it gets decent reviews, especially for running the game. It makes good use of the new Wii U controller and demonstrates what the system is capable of. Scribblenauts Unlimited I love Scribblenauts. The DS and iOS version are some of the funniest games I've ever played. Well on the Wii U, it looks awesome. The tablet controller is perfect for a game where you have to write out the things you want to solve puzzles with. This, combined with the sharp graphics of the Wii U, make this game worth grabbing. Of course, this may not be the most technologically advanced game in terms of visual effects and special effects, but it's so much fun that none of this matters. Pikmin 3 is the game we've been waiting for. Pickmin had some flaws, but it was really innovative and something special to behold. Well, Pikmin is finally making a comeback and it's coming to the Wii U in beautiful HD. With Shigeru Miyamoto at the helm, I'm sure the game will be fantastic. His playing design skills are unparalleled, and I know he'll find a way to bring back what made the original two games well, while upgrading them and making them special on the Wii U. Inevitable games aren't announced by zelda - here's the shocker; there's probably going to be a new zelda on the Wii U. I expect it to be good because, well, it's zelda, and when the game of zelda is not delivered? Mario Kart - Nintendo will make Mario Kart as they do each generation. It will be interesting to see how they use the Wii U controller to make the classic racer cards awesome. Metroid: The new Metroid game is not guaranteed on the Wii U, but it is likely. Hopefully Nintendo makes it happen! Conclusion Also, the games listed, there are some fantastic Xbox ports and PS3 games come to the Wii U that look to expand the gameplay and visuals of these games. In the the system seems to have a solid line-up coming. We'll wait and see how these pan games are when they hit the market, but it looks like May have another hit on hand in the Wii U. 10 Popular Android Apps You shouldn't install these Android apps may be popular, but they are also compromising your security and privacy. If you have them installed, get rid of them now! 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