

Forum:[Hack Forums](#)

Thread: [\[Source \] My Game source - Learn how to make a game](#)

Imperishable - December 31, 2012, 10:04 am

I have been working lately on adding new features to my game which I developed using C#. I have just finished the final enhancements and have released the executable. Today, I am going to give out the source of the game so that others may also learn from it. I have tried to follow good programming practices and design patterns as far as possible, so you won't find any difficulty in finding out what function does what.

[Game download link](#)

About the game :

GoDarting is a darts game in which the player has to hit the dart as close to the middle of dartboard as possible. At each level you will get three attempts to surpass the minimum score for that round. There are different kinds of difficulties as you move up the level ladder. Players can submit their scores online and a list of top 20 players is displayed on the game screen.

[img]http://harshmaurya.com/game.jpg[/img]

Features :

1. Choice of a target person to hit the darts. You can also select an image from your local PC and crop it to make it the dartboard target.
2. Login to compete among the players across the world.
3. Submit your high scores.
4. Varied kinds of difficulty across levels.

You can download the game executable from [here](#), and for the source, you need to post here, I'll send you the direct link.

Hawkthorne - December 31, 2012, 10:06 am

Well done, I admire the fact you've gone much further than I ever could with a programming language. Awesome!

Cody8295 - December 31, 2012, 11:29 am

It lags so bad it's actually unplayable...

Imperishable - December 31, 2012, 7:54 pm

(Dec 31, 2012 12:29 PM)Cody8295 Wrote: [\[CITE\]](#) It lags so bad it's actually unplayable...

Hmm.. It actually runs good on my machine. I have also tested it on low resource machines. If you are talking about level 6 play, it is deliberate. I will look into it anyways.

KOSS - January 1, 2013, 12:15 am

I think the gameplay is nice and smooth, but I have a few questions.

One did you use xna or just c# ? how long did it take you to make it.

I also think it would be better if you put a bar in the middle of the aim bars so that you no where the point you are trying to hit is visible.

One more thing the first level is to hard

Imperishable - *January 1, 2013, 12:34 am*

(Jan 1, 2013 01:15 AM)KOSS Wrote: [\[CITE\]](#) I think the gameplay is nice and smooth, but i have to questions.

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Thanks for your feedback. I didn't use XNA. Infact, I don't know XNA. I have written it in WPF (advancement to WinForms) using C#.

I usually worked on weekends for this (6 hours a week) and I am doing this for the past 2 months. So it comes out to be around 50 hours of effort. Let me know if you need any resources for learning C# or WPF.