

Forum:[Hack Forums](#)

Thread: [Making a java game](#)

skullmaney - December 28, 2013, 6:58 am

Can someone help me make my first java game with eclipse? I've don't a little java before but not much to understand java.

monkaS - December 28, 2013, 8:11 am

You're going to know basic AWT to do this.

This website: <http://www.kilobolt.com/>
has a lot of great help on it.

Xerif - December 28, 2013, 1:54 pm

I hate to say it, but if you've only done a little bit of java, it will be hard to make a game.

Although, with that being said, to make a basic game you pretty much just need to know how to draw things and get key input.

There are lots of tutorials on youtube that will help a lot
https://www.youtube.com/results?search_query=java+game+development+tutorial&sm=3

skullmaney - December 30, 2013, 12:26 pm

Thank you i will check this out and learn more and make my very first java game!

ObscureCoder - December 31, 2013, 4:22 am

You need to think about the kind of game you wanna make, I recommend a 2d platformer. Then you gotta decide: are you gonna use a lib or not? like lwjgl, slick2d etc. or if you're just gonna use swing with the draw() function using Graphics2D.

Then you need to learn about things like:
threads
the game loop
rendering
drawing
etc.

It's pretty difficult too, good luck.

skullmaney - December 31, 2013, 7:17 am

(Dec 31, 2013 05:22 AM)ObscureCoder Wrote: [\[CITE\]](#) You need to think about the kind of game you wanna make, I recommend a 2d platformer. Then you gotta decide: are you gonna use a lib or not? like lwjgl, slick2d etc. or if you're just gonna use swing with the draw() function using Graphics2D.

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Ok lol i was just thinking like a guessing game or pick a number game to start out with.

King of Hearts - December 31, 2013, 8:15 am

(Dec 31, 2013 08:17 AM)skullmaney Wrote: [\[CITE\]](#) Ok lol i was just thinking like a guessing game or pick a number game to start out with.

Ah..you should have stated that. I was thinking that you're just another kid who wants to make the next Runescape/Minecraft.

If you'd like to make a guessing game which implements picking numbers, you can use `math.random` or the `random` class to pick a random number and until the user doesn't type the number in, loop and scan for input.

skullmaney - December 31, 2013, 8:37 am

Ok lol no im not a kid trying to make minecraft or anything like that im just an 18 year old that wants to learn considering that im taking a class on c++ and thought i might want to try java to see if i like working with coding.

Maulish One - December 31, 2013, 11:08 am

Won't be easy to make a Java based game with the little knowledge you're saying you have.

You need to know your strings, inputs, and methods. If you have enough knowledge there, the rest is preferably easy.

Spectro_Shifter - December 31, 2013, 12:15 pm

I don't recommend making a Java game yet however if you are really determined

<http://www.kilobolt.com/> is good site. It teaches the necessary things in Java to make a game.