

## Forum:[Hack Forums](#)

Thread: [Best tutorials on C# for people into game developing?](#)

**killerexp** - February 18, 2014, 5:11 am

Currently learning C# with basic programming knowledge prior to learning C# and even though I'm still in the basic part of C# when I look into any kind of source regardless of it being a login panel or any kind of source in a game I feel like I don't understand anything.

Anyone knows any good tutorial or book around created for people who want to learn C# specifically for making games? (looking to use unity3d)

**Payne** - February 18, 2014, 5:12 am

I'm also searching for this. Thanks everybody !

**Dispersia** - February 18, 2014, 9:01 am

(Feb 18, 2014 08:49 AM)Visual Basic. Wrote: [\[CITE\]](#) For unity the best way is learning on YouTube regardless of what people say about TUTs on YT for unity they are great.

This is also a book which will start at the basics and gets you to intermediate with teaching you to program games : <http://www.amazon.com/dp/1849696586/?tag=packtpubli-20>

Also check out XNA it's great if you will be using games in Unity

Regards VB.

Do you have no idea what you're talking about? Using XNA in unity? Also, XNA is dead. If you want to use it, use monogame, it's a 3rd party microsoft supported project that is actually being updated and isn't deprecated lol.

**Meerkat.?** - February 18, 2014, 11:48 am

If you want to get into game programming, get into "general" programming first. If you don't have the knowledge and interest in general programming, and your only goal is to make games, you're not going to get there.

**killerexp** - February 18, 2014, 12:21 pm

(Feb 18, 2014 12:48 PM)Mavamaarten~ Wrote: [\[CITE\]](#) If you want to get into game programming, get into "general" programming first. If you don't have the knowledge and interest in general programming, and your only goal is to make games, you're not going to get there.

Currently learning Pascal just for the basics of programming , also learning c# at home then I'll learn Java after pascal.

**Dispersia** - February 18, 2014, 7:11 pm

(Feb 18, 2014 10:26 AM)Visual Basic. Wrote: [\[CITE\]](#) Start learning english already, XNA is good for you so you will build you skill from the ground up because the engine is already provided in unity. Also XNA is not dead it's widely used and even IF-engine is made with it.

Your English is the one that's broken.

[http://www.gamasutra.com/view/news/185894/Its\\_official\\_XNA\\_is\\_dead.php](http://www.gamasutra.com/view/news/185894/Its_official_XNA_is_dead.php)

XNA has been dead for almost 2 years. monogame is XNA but actually updated you moron. XNA is NOT widely used, the only 'recent' game I can think of that uses it was terraria, and it even MOVED to monogame. So no.

And as a side note. UNITY DOES NOT USE XNA. How could you even come to that.

0xDEAD10CC - February 18, 2014, 8:15 pm

(Feb 18, 2014 10:26 AM)Visual Basic. Wrote: [\[CITE\]](#) Start learning english already, XNA is good for you so you will build you skill from the ground up because the engine is already provided in unity.

Also XNA is not dead it's widely used and even IF-engine is made with it.

XNA has indeed become obsolete, and no Unity doesn't use XNA. This is why you don't need the XNA framework to play Unity games...

Depending on how you get into game programming, you'll need a good amount of knowledge of general physics. If you delve deep into your own methods of rendering things, you'll need to know about matrices and linear algebra... If you use something like Unity, then you'll just have to get familiarized with how Unity works and how things tie together, along with how events are tied to objects and such. OpenGL and DirectX are a whole different ballgame, and you'll learn about ray tracers among other things. To do that though, you'll need to know about polymorphism and how inheritance works to develop anything worthwhile. OOP is very useful for game programming. Typically DirectX is junk for C# though, XNA was a wrapper for DirectX, and there are other managed alternatives like SharpDX, but I'd rather just use 'regular' DirectX in C++.

You need to understand what your true goals are before you start asking questions like this...