

Forum:[Hack Forums](#)

Thread: [I wana start learning how to code a game](#)

shadowfold15 - April 10, 2014, 1:48 am

I wana make my first game but I know I would need to know some programming languages what main programming languages should I learn and master before making my game.

Gringo241 - April 10, 2014, 3:12 am

You should use the search button-

<https://hackforums.net/search.php?action=results&sid=baafc5aa5c21220cdedfa5aabfcee458&sortby=lastpost&order=desc>

Assault - April 10, 2014, 3:42 am

Learn to code a language, I recommend C# as your first.

After you get the basics of C# down, start learning to use MonoGame.

pastor0804 - April 10, 2014, 5:31 am

start learning how to write codes, start learning...learn, make mistakes, the experience will be invaluable. Don't plan an MMO.. C++ – this is the language you shouldn't start with, but no doubt will work.

Cornflower Blue ???-? - April 10, 2014, 12:11 pm

First learn English, then learn C# or whatever language what you want, everyone can be used to make a game.

K-On! - April 11, 2014, 5:14 am

(Apr 10, 2014 03:42 AM)Assault Wrote: [\[CITE\]](#) Learn to code a language, I recommend C# as your first.

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Pfft Csharp, where did that come from :E That's like.. no.

@OP: If you want an easy option, take a look at YoYoGames Game Maker. It has its own "script" language and it's actually pretty fun and good for beginners.

Assault - April 11, 2014, 4:56 pm

(Apr 11, 2014 05:14 AM)?igo Wrote: [\[CITE\]](#) Pfft Csharp, where did that come from :E That's like.. no. What's wrong with C#? It is extremely suitable for this situation.

Unity & MonoGame/XNA are major tools being used that allow C# to be used as well.

K-On! - April 12, 2014, 11:17 am

(Apr 11, 2014 04:56 PM)Assault Wrote: [\[CITE\]](#) What's wrong with C#? It is extremely suitable for this situation.

Unity & MonoGame/XNA are major tools being used that allow C# to be used as well.

I just thought that it's pretty hard for a beginner. There's much more easier languages out there too :E

E: But actually I don't know what OP wants... Maybe I'll just take my words back. xD Peace.

tnt2005 - April 13, 2014, 4:33 pm

yeah c# or java depends on if you wanna make your own engine? 2d or 3d? build your skill first, learn the mentality behind every step and then you will be able to draw your line

shinobi_apk - April 19, 2014, 9:58 am

python is also a good language to learn, its noob friendly and very adaptable