

Forum:[Hack Forums](#)

Thread: [\[Unity\] Learn Code Prior To Developing Game?](#)

Pumplron - August 4, 2014, 4:24 pm

I am a beginner/intermediate coder, and am wondering whether it would be better to learn code prior to developing games via unity or to dive straight into it.

I try to learn code from e-books but the process is fairly boring. I feel like designing a game could be more efficient and fun. I have designed games previously in Stencyl and Game Maker, but not using code but rather the game engines interface so I have little experience.

Update:

Thought I should update you guys on my progress with unity. It's been about 10 days since I started watching tutorials and slowly learning. I dedicated around 1 hour a day to Unity and learning c#. I would literally force myself to watch these videos and follow through with the scripting. Just now do I have the basic knowledge to be able to put together a decent basic game. Today I spent about 4 hours trying to make a replica of floppy bird. I made something extremely close and fought through many bugs, which is why it took so long.

I definitely feel that it is better to learn through experience and troubleshooting rather than by theory and reading books.

Dispersia - August 4, 2014, 5:15 pm

You say you're an intermediate programmer, but in what language? If C#, then yes you could easily jump into unity and start scripting away. Otherwise no, you're going to want to learn the language first or your game will be running at 5 fps and you won't be able to do nearly anything without googling, sorry to say.

Pumplron - August 4, 2014, 5:33 pm

(Aug 4, 2014 05:15 PM)Dispersia Wrote: [\[CITE\]](#) You say you're an intermediate programmer, but in what language? If C#, then yes you could easily jump into unity and start scripting away. Otherwise no, you're going to want to learn the language first or your game will be running at 5 fps and you won't be able to do nearly anything without googling, sorry to say.

I don't mind googling or following tutorials to learn. I'm just asking whether it's efficient to learn while working on a project.

Dispersia - August 4, 2014, 5:36 pm

(Aug 4, 2014 05:33 PM)Pumplron Wrote: [\[CITE\]](#) I don't mind googling or following tutorials to learn. I'm just asking whether it's efficient to learn while working on a project.

To be honest, that is the best way to learn. That's why internships are so effective. It makes you face real life scenarios and challenges that you have to figure out. That's what coding is, so to answer, yes. Its great to learn while you do something like this

Syndicate - August 5, 2014, 4:22 pm

I also have the goal of making video games in mind. I decided to opt for the boring, learn C# as a language first then move over to Unity. I only started C# a few months ago. Here's how I began:

I finished most of Essential C# 5.0 by Mark Michaelis and Eric Lippert up until the Events chapter.

http://www.amazon.ca/Essential-5-0-4th-Mark-Michaelis/dp/0321877586/ref=sr_1_1?ie=UTF8&qid=1401904400&sr=8-1&keywords=essential+C%23

And just now I'm beginning to make basic games in Unity and it seems to be coming along smoothly. To familiarize myself with Unity and its way of using C# I bought this book.

http://www.amazon.ca/Unity-Development-Hours-Teach-Yourself/dp/0672336960/ref=sr_1_fkmr0_1?ie=UTF8&qid=1403968171&sr=8-1-fkmr0&keywords=Unity+3D+Sam

However, I would say get started on learning the Unity interface and wait for this book to come out.

<http://www.amazon.com/Learning-C-Programming-Unity-3D/dp/1466586524>

It'll teach/refresh your C# while learning Unity. And if you look through the table of contents, unlike other books it doesn't just stop at the basics like how to declare a method. It goes over events and design patterns towards the end and all that knowledge is taught with Unity in mind. I'm definitely going to get it when it comes out.

I wish the book would have come out earlier in the summer, could have killed two birds with one stone.

Dispersia - August 5, 2014, 4:45 pm

(Aug 5, 2014 04:22 PM)Syndicate Wrote: [\[CITE\]](#)

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Looks interesting, I just wanted to point out that you can buy it for new for less than used however. Lol. And someone is selling it new for \$186. Wut.

Pumplron - August 5, 2014, 6:57 pm

(Aug 5, 2014 04:22 PM)Syndicate Wrote: [\[CITE\]](#) I also have the goal of making video games in mind. I decided to opt for the boring, learn C# as a language first then move over to Unity. I only started C# a few months ago. Here's how I began:

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Im going through the Unity tutorials and quite frankly learning quite quick. They have a page where they teach you the majority of the Beginner Scripting :

<http://unity3d.com/learn/tutorials/modules/beginner/scripting/scripts-as-behaviour-components>

I went through that today, and am referring to it as I progress through these basic 2D game tutorials. I would say that this type of learning in my opinion is so far working much better than when I was reading books just like you were.

Syndicate - August 5, 2014, 7:10 pm

(Aug 5, 2014 04:45 PM)Dispersia Wrote: [\[CITE\]](#) Looks interesting, I just wanted to point out that you can buy it for new for less than used however. Lol. And someone is selling it new for \$186. Wut. What's also interesting and I didn't realize when I linked it to OP earlier, was that last time I checked (which was two days ago on August 3rd) it was to be released on Aug 14th. However now it says it already was released on August 1st? The powers that be are trolling me.

(Aug 5, 2014 06:57 PM)Pumplron Wrote: [\[CITE\]](#) Im going through the Unity tutorials and quite frankly learning quite quick. They have a page where they teach you the majority of the Beginner Scripting :

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To each their own of course. I like learning from textbooks because generally they are more comprehensive and thus I don't feel like I'm missing out on anything, also I'm just that kind of nerd haha.

Pumplron - August 16, 2014, 9:22 pm

Thought I should update you guys on my progress with unity. It's been about 10 days since I started watching tutorials and slowly learning. I dedicated around 1 hour a day to Unity and learning c#. I would literally force myself to watch these videos and follow through with the scripting. Just now do I have the basic knowledge to be able to put together a decent basic game. Today I spent about 4 hours trying to make a replica of floppy bird. I made something extremely close and fought through many bugs, which is why it took so long.

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SIM-888979 - August 16, 2014, 9:24 pm

C# is definitely something you need to pick up if you're using Unity.

Pumplron - August 16, 2014, 9:31 pm

(Aug 16, 2014 09:24 PM)Aurora Wrote: [\[CITE\]](#) C# is definitely something you need to pick up if you're using Unity.

Yea definitely that or Java Script. The big question was whether it was possible to learn while working on a project. The answer is yes.

R?ziel - August 16, 2014, 9:43 pm

Coding isn't everything you need to dev a game. Math. that's the language you need to be fluent in.

Sajuuk - August 17, 2014, 12:07 am

Start learning C++. I'll regret recommending that to you, but it's the best for game development. Don't use Unity.

The-Noob - August 17, 2014, 7:01 am

(Aug 17, 2014 12:07 AM)Sajuuk Wrote: [\[CITE\]](#) Start learning C++. I'll regret recommending that to you, but it's the best for game development. Don't use Unity.

Why? User would have more success learning to program with c# and Unity and would most likely enjoy it more than learning c++ as a starting point.

Sajuuk - August 17, 2014, 9:49 am

(Aug 17, 2014 07:01 AM)The-Noob Wrote: [\[CITE\]](#) Why? User would have more success learning to program with c# and Unity and would most likely enjoy it more than learning c++ as a starting point.

Fine, whatever. Go ahead, develop a game in C#, I don't care. Just wait and see what happens.

Pumplron - August 17, 2014, 10:25 am

(Aug 17, 2014 12:07 AM)Sajuuk Wrote: [\[CITE\]](#) Start learning C++. I'll regret recommending that to you, but it's the best for game development. Don't use Unity.

Why not use Unity? It's one of the better game engines, which other one would you recommend?

Sajuuk - August 17, 2014, 10:55 am

(Aug 17, 2014 10:25 AM)Pumplron Wrote: [\[CITE\]](#) Why not use Unity? It's one of the better game engines, which other one would you recommend?

I wouldn't even recommend a game engine to begin with. I'd recommend using C++ and a game library (Ogre3D, OpenGL, etc.).

Pumplron - August 17, 2014, 11:23 am

(Aug 17, 2014 10:55 AM)Sajuuk Wrote: [\[CITE\]](#) I wouldn't even recommend a game engine to begin with. I'd recommend using C++ and a game library (Ogre3D, OpenGL, etc.).

But game engines are way more efficient and easier to use... Tell me why working with only C++ and a game library would be worth it?

Also, in terms of difficulty how is C++? I find C# fairly easy to learn, very similar to Java.

R?ziel - August 17, 2014, 12:02 pm

(Aug 17, 2014 10:55 AM)Sajuuk Wrote: [\[CITE\]](#) I wouldn't even recommend a game engine to begin with. I'd recommend using C++ and a game library (Ogre3D, OpenGL, etc.).

For a single indie dev? His first release would be in 2020.

Unity3D is perfect for developers who don't want to waste time developing an engine when someone else has already done it (and most probably done it better).

Sajuuk - August 17, 2014, 12:12 pm

Pumplron, C++ is moderately hard, but you'll thank me later on in the game development process, trust me.

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Decent game developers do not use a previously coded game engine available to the public.

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(Aug 17, 2014 12:12 PM)Sajuuk Wrote: [\[CITE\]](#) Pumplron, C++ is moderately hard, but you'll thank me later on in the game development process, trust me.

Decent game developers do not use a previously coded game engine available to the public. With decent you mean what? Companies like Square Enix and Blizzard use unity for some projects. It's all matter of budget and time, and not to mention skill. He has no prior experience in C++ so that would be a suicide.

I'm a fanboy of c++ myself, but I see no future for a one person game dev making anything serious in c++.

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http://en.wikipedia.org/wiki/Homeworld_2

The Homeworld 2 game engine is a heavily modified Homeworld engine (also coded in C++). It was rated game of the year sometime around its original release. Look how successful that game still is.

R?ziel - August 17, 2014, 12:36 pm

(Aug 17, 2014 12:22 PM)Sajuuk Wrote: [\[CITE\]](#) http://en.wikipedia.org/wiki/Homeworld_2

The Homeworld 2 game engine is a heavily modified Homeworld engine (also coded in C++). It was rated game of the year sometime around its original release. Look how successful that game still is.

You missed my point. I agree that c++ is one of the best (if not the best) languages for game engines. But in this specific case, where someone wants to dive into game development who's apparently Quote:beginner/intermediate coder

and has very little experience with game coding at all, C++ would be far from the best choice.

Using unity3d he could work in c# which is a decent language and through a few project learn some game logic and workflow. I made a small 2d game engine for android while doing a freelancer job and ripped off a LOT of unity workflow ideas and solutions. It's the experience that matters.

Pumplron - August 17, 2014, 12:38 pm

(Aug 17, 2014 12:22 PM)Sajuuk Wrote: [\[CITE\]](#) http://en.wikipedia.org/wiki/Homeworld_2

The Homeworld 2 game engine is a heavily modified Homeworld engine (also coded in C++). It was rated game of the year sometime around its original release. Look how successful that game still is.

You still haven't told me what the advantages are. I want to know why not using an already developed game engine is the better option.

Sajuuk - August 17, 2014, 1:30 pm

(Aug 17, 2014 12:38 PM)Pumplron Wrote: [\[CITE\]](#) You still haven't told me what the advantages are. I want to know why not using an already developed game engine is the better option.

Google is your friend, you know? That's where I got/get everything I learn from. Just go with C# and Unity3D. I don't care. I was merely attempting to give you advice, but Mr. Raziell has shown his points. C++ will be preferred in the long run, but for beginner games, Unity3D is fine.

