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Thread: [Same problem, Advices?](#)

georgeziozas - January 12, 2015, 2:02 pm

So i ended byte of python my first book and i learned tons of thinks.

Now i bought another book for OOP python but i didnt had time to start it. The problem is that i dont have idea about how to start! what to do?

I open the editor and i dont know what to do..i mean i dont have any idea about a project, and even if i had i cant even imagine that i can do this project work.. i know the syntax and tricks but i dont know how to start something.

ex. at game dev when you want to create something its easier.. You enter some tuts you take ideas and moving on..

?

georgeziozas - January 12, 2015, 2:08 pm

(Jan 12, 2015 03:03 PM)MarkMachine Wrote: [\[CITE\]](#) 1-Read the book

2-Follow the book

3-Kill anyone disturbing you

4-Read again

5-Step 6

Just do some tries. One day you'll have an idea.

The book gives you knowledge not examples of how-to.

Of course i will follow it all along when i have the time.

I hope you are correct, you have time for TOX?

Ju1c3b0x - January 12, 2015, 9:06 pm

It's easy to get excited when your learning at first. Its the dopamine high we get from things we enjoy. You have to have self discipline and self control. You need to start out with small programs for a long while before your going to be able to make a 3D game.

Hours and hours beating on your craft.

georgeziozas - January 13, 2015, 1:37 am

(Jan 12, 2015 10:06 PM)Ju1c3b0x Wrote: [\[CITE\]](#) It's easy to get excited when your learning at first. Its the dopamine high we get from things we enjoy. You have to have self discipline and self control. You need to start out with small programs for a long while before your going to be able to make a 3D game.

Hours and hours beating on your craft.

Will smith's motivation :)

You are correct, But you misunderstood me i dont say that i want from day one to create a 3d game im just getting confused about how to start.. But now im okay i will follow your advice cause i believe its the correct one. Patience and hard work always works ?

donkeymon - *January 16, 2015, 8:04 am*

I guess the base to begin a program to be to make a uhh 'algorithm write down?' I guess what I'm trying to say is have a plan going into a project, I guess a mini example would be like what should the program do, what exactly do you need to get the program done (maybe something as simple as declaring a few variables ahead of time etc..) theres always steps you can take to hopefully begin your prject :D.