

Forum:[Hack Forums](#)

Thread: [\[3D Game - BASIC\] The Gatherer](#)

KingDeath360 - January 13, 2015, 11:50 pm

INFO

I found some 3D game examples on github a while ago so i decided to edit one
Hopefully this will get the VB.NET scene making games.

NOTE: The opentk has some outdated sample codes so i couldn't find much information on how to load google sketchup models

Summary

So basically you run about collecting the "mystery" box and your score go's up
WASD + UP/DOWN ARROW

[img]<http://anony.ws/i/2015/01/14/game2.png>[/img]

[img]<http://anony.ws/i/2015/01/14/game1.png>[/img]

Change log

[+]changed shortcuts

[+]player position - you may want to include the Y axis depending the game, and take into consideration (y axis) + (player height)

[+] Simple Jumping

[+] Simple collision detection - really simple/horrible...

[+] Changed skins - The new skins kinda go well

[-]lag

[-]no walls/ out of bounds

[-] box goes out play area.. fixed by something like `x = random.next(0,floor.x)` `z = random.next(0,floor.z)`

Download

Download: <http://www.filedropper.com/cubescene>

Hawk HF - January 14, 2015, 3:07 am

This is really cool man.

The VB section needs more of this. Keep it up!

taktaktak - January 14, 2015, 6:14 am

Interesting, it would be interesting to see how far we could stretch this.

BlackLayer - January 14, 2015, 5:31 pm

Good idea, keep up job vb.net section ?

SIM-1847363 - January 14, 2015, 5:53 pm

I love seeing game creations in the vb.net and seeing that its in 3d makes it even better; nice work i may try this out later.

Shoot - January 14, 2015, 6:47 pm

sweet bro! you should add some more stuff to it! i would love to see progression!

Madara-Uchiha - January 15, 2015, 7:23 am

Mega awesome! Thats the first 3D Game I've seen at HF in the .net section. Very well done :)

Maybe you will extend that project in the future, by adding some more basic environments (like in minecraft super mario with some simple objects) and eventually, in the future some other NPCs or so ^^

Keep us updated :D

Marwix - January 15, 2015, 7:55 am

I really have to agree with Madara. It's looks like a very nice 3D game. Would love to see more of this!

serubi - January 15, 2015, 10:18 am

I didn't even know 3D games were possible to make in VB.net

Corios - January 15, 2015, 12:34 pm

(Jan 15, 2015 11:18 AM)serubi Wrote: [\[CITE\]](#) I didn't even know 3D games were possible to make in VB.net

if you can make a 2d game in a language, you can make a 3d game in it as well.

Nikey646 - January 15, 2015, 1:05 pm

Guys just a tip: Space Engineer's, and it's brother game Medieval Engineers are both developed in C#. C# is just another syntax for VB.Net....

A physics based construction simulator, with a survival mode...

You are under estimating the .Net framework, it's just as powerful, if not more powerful than any other language for common tasks such as Game development, security applications (Obfuscators, Net Seal), image editing (Paint.Net), Networking (Chats, RATs, Keyloggers) and much more. Where the language falls short, it can leverage a Native API, or even a third party C/++ Library, through DllImports.

Krysis - January 17, 2015, 9:20 am

Nice Thread!

More of this would be perfect!

nuk - January 19, 2015, 2:38 pm

Things like this spice up the .NET section on here... and we def. need that! This is great... thanks for sharing :)

\$lick - January 19, 2015, 2:51 pm

(Jan 19, 2015 03:38 PM)nuk Wrote: [\[CITE\]](#) and we def.

Speak for yourself, I can hear perfectly fine.