

Forum:[Hack Forums](#)

Thread: [Was there ever a open source code for slenderman](#)

HackFourmIsHelpful - March 27, 2015, 5:12 pm

I was wondering if there is a open source code for slender man. I'm really interested and wanted to take a look at some details and some codes of slender man so I may be able to make one of my own. Ofc I will learn the basic and language all the way before I try to but I want to try and figure some steps out on my own. Im better at looking at a code, then rewriting the whole thing, or at least most of it. Then learn it from youtube/school or something. Well kinda regards hackfourmsishelpful

Corios - March 27, 2015, 5:16 pm

If you're willing to learn the basics, then do just that. Pick up a book on Unity and go at it. My ex was able to make a slender-man esque game in about a week only spending an hour a day on it. It's not complex logic, and of the little it does require Unity would be perfect for it. The basis of the game is the map. The only actual logic to the game is the % chance slender shows up based on note count, and actually picking up the notes, you shouldn't really need someone elses code to be able to figure that out.

But ya, simply pick up a book on Unity and start learning.

HackFourmIsHelpful - March 27, 2015, 5:17 pm

Alright, Could you suggest any good books that I could get. Free would be best but I dont mind paying for one :)

Corios - March 27, 2015, 5:38 pm

http://www.amazon.com/Beginning-Game-Development-Unity-All/dp/1430248998/ref=pd_bxgy_b_i_mg_y is the book used in classes, just google a pdf version and I'm sure you can find the ebook somewhere on the internet.

Voxfames - March 27, 2015, 5:49 pm

Slender man not that I have ever seen. However here is a link to hundreds of open source games. Maybe you can find something similar. I looked through and don't see any that us unity. But there looks to be some promise on some of these. <http://osgameclones.com>