

Forum:[Hack Forums](#)

Thread: [\[Game Dev\] Learn to make your own games!](#)

Ronan. - December 26, 2015, 9:11 am

I'll have a bit of extra time in a couple of months to run some classes, I was curious as to whether people would be interested in learning how to make their own games.

These sessions would be ran over TeamSpeak and participants would view my screen via Join.me. I could run sessions on either Unity[C# Based], CoCos2DX[C++ Based] or Xamarin[C# Based]. You wouldn't need any programming experience though if everyone taking part is comfortable with the basics, we can always skip over some of the fundamentals.

I'd also like to know whether people would prefer a full week-long course or a one-day session for a few hours.

It'd be great to see what you guys think about prices also, would you prefer cheaper sessions but more participants? Or a slightly more expensive session with less people?

I'll run a free taster session closer to the time so you'll be able to get an idea if this would be for you or not.

I won't be running sessions on Java / Unreal / Frostbite as I don't have the experience to teach them to a degree in which you'll be able to produce your own commercial games.

Please vote in the poll for the classes you'd be interested in || Also, post what you believe the each session should cost

BoylWhite - December 26, 2015, 9:12 am

Sounds like a good guiding you offer

Number of Participants should be moderate, price too

Salty Hacking - December 26, 2015, 9:33 am

If you could PM me more about this It would be great ! I already have a plan !

Rockchuck - December 26, 2015, 9:50 am

sounds cool, what would a price be for a more private session?

Vueren - December 26, 2015, 10:58 am

I'm basically interested in any C# course you have. My budget may be a bit limited though :P Good luck with teaching! ^.^

Ronan. - December 28, 2015, 5:40 am

What sort of topics people would people want to go over?

E.g IAP/Ad integration, Social, Shaders, etc.

My plan was to decide on one engine and work through the development of a small sample game that includes the common practices when it comes to actually publishing.

G??gl? - December 28, 2015, 8:12 am

Nice idea, i would suggest you use unity as its a very popular and easy game engine to start with.
As for the price it all depends on how many people attend your course.
But if you go too high with the price not many will join the course.

Good luck!

Raddify - December 28, 2015, 11:00 pm

I myself have been wanting to see what game development was like.

Ronan. - December 29, 2015, 6:45 am

(Dec 29, 2015 12:00 AM)Raddify Wrote: [\[CITE\]](#) I myself have been wanting to see what game development was like.

Depends on how large scale you go, the first time I worked on a Steam game took a long time to finish because we kept having people drop in and out of the project. The issue with rev-share games is sometimes people drop out due to needing the cash.

My issue when I've done freelance are the clients you'll work for. Some will request an extra button, that's fine. Some will ask you to completely re-do touch their touch controls because they changed their mind on a design decision, add 50 levels and code in a day-night cycle based off of the fucking weather patterns in Columbia. Exaggerating a little, though working hourly has totally solved that now - until you have at least 5 published games, you're only going to get fixed projects.

MrJamieMcC - December 29, 2015, 4:10 pm

I'm 100% interested in the Unity and C# work. I'm currently trying studying this in university and I've already made my own game so I have a firm starting point

G??gl? - December 29, 2015, 4:19 pm

What would also interest people is how to create your own game assets.

Blender and 3DS Max are good 3D tools.

For 2D i recommend Photoshop or Inkscape.

For textures use <http://www.textures.com>

Ronan. - December 30, 2015, 7:37 am

(Dec 29, 2015 05:10 PM)MrJamieMcC Wrote: [\[CITE\]](#) I'm 100% interested in the Unity and C# work. I'm currently trying studying this in university and I've already made my own game so I have a firm starting point

That's brilliant! Though this is what I mean by starting at different levels. What uni are you at by the way :)?

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Polycount, Deviantart and Reddit/r/GameDevClassifieds are also some brilliant places to find artists, it's where I found all of the projects I've worked on.

MrJamieMcC - December 30, 2015, 10:03 am

(Dec 30, 2015 08:37 AM)Ronan. Wrote: [\[CITE\]](#) That's brilliant! Though this is what I mean by starting at different levels. What uni are you at by the way :)?

My university is in Cambridge. A lot want to learn about making assets and stuff

severos - December 31, 2015, 2:38 am

I'd like to learn more about making an online multi player game, one with separated client-server projects so client won't have the server code, there are tutorials on the old system of RPC but haven't seen ones using the new networking [Command], and it'll be awesome if it includes a brief idea on creating the login system (been struggling for a while but think I'll be able to achieve it soon). And it'll be perfect if you could record the session(s) so if someone missed it they can watch the video :D

dopepizza - December 31, 2015, 4:50 am

I have been developing games in c# for some time now but it is always awesome to learn something new. :)

Ronan. - December 31, 2015, 7:37 am

(Dec 30, 2015 11:03 AM)MrJamieMcC Wrote: [\[CITE\]](#) My university is in Cambridge. A lot want to learn about making assets and stuffAh if I was at a uni in Cambridge I'd just reply with 'Cambridge'. I'm far from qualified to talk about making assets haha, find a good artist and hold on to them, worked for me!

(Dec 31, 2015 03:38 AM)severos Wrote: [\[CITE\]](#) I'd like to learn more about making an online multi player game, one with separated client-server projects so client won't have the server code, there are tutorials on the old system of RPC but haven't seen ones using the new networking [Command], and it'll be awesome if it includes a brief idea on creating the login system (been struggling for a while but think I'll be able to achieve it soon).

And it'll be perfect if you could record the session(s) so if someone missed it they can watch the video :DIt's very rare the client would ever so much as see server code (perhaps in some old, poorly made AS3 games) though networking is something I'd definitely cover. CoCos would be the better option for that for sure.

(Dec 31, 2015 05:50 AM)Macadelic Wrote: [\[CITE\]](#) I have been developing games in c# for some time now but it is always awesome to learn something new. :)That's great :) I'd recommend CoCos then, the learning curve isn't too harsh and it's much less 'scripty' than most c# frameworks.

severos - December 31, 2015, 9:35 am

(Dec 31, 2015 08:37 AM)Ronan. Wrote: [\[CITE\]](#) It's very rare the client would ever so much as see server code (perhaps in some old, poorly made AS3 games) though networking is something I'd definitely cover. CoCos would be the better option for that for sure.

most of the tutorials I've seen for the new implemented networking system use a if is Server approach and have both the server and client code in same project, it works for some kind of games that you want players to be able to host the server (like old days red alert for example) but didn't see separated server-client examples :/

Raddify - December 31, 2015, 10:40 am

(Dec 29, 2015 07:45 AM)Ronan. Wrote: [\[CITE\]](#) Depends on how large scale you go, the first time I worked on a Steam game took a long time to finish because we kept having people drop in and out of the project. The issue with rev-share games is sometimes people drop out due to needing the cash.

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Sorry for such a late response, I would just want to make a small RPG-esque game.

Which I guess is complicated.

Charmander - December 31, 2015, 5:40 pm

im really intrested in the unity one thnx pm me

xenko - January 1, 2016, 11:49 am

If you plan on teaching people, I'd probably teach them the annoying parts as well like tools programming and engine development. They'll need to know this if they plan on getting a job in the industry.

Ronan. - January 1, 2016, 4:31 pm

(Jan 1, 2016 12:49 PM)Geralt Wrote: [\[CITE\]](#) If you plan on teaching people, I'd probably teach them the annoying parts as well like tools programming and engine development. They'll need to know this if they plan on getting a job in the industry.

As useful as this is, my aim of this would be for people to create their own games to a fair standard, not to prepare them for employment. You can't become a qualified developer in a week :)

xenko - January 1, 2016, 5:20 pm

(Jan 1, 2016 05:31 PM)Ronan. Wrote: [\[CITE\]](#) As useful as this is, my aim of this would be for people to create their own games to a fair standard, not to prepare them for employment. You can't become a qualified developer in a week :)

You also can't learn to make games to a fair standard in a week.

Nyreo - January 1, 2016, 5:23 pm

I would definitely be interested in the c# single session, i am relatively good with c# but i can only seem to make the same games over and over :D i can't seem to advance my skill as far as i want to

xenko - January 1, 2016, 9:18 pm

(Jan 1, 2016 06:23 PM)Nyreo Wrote: [\[CITE\]](#) I would definitely be interested in the c# single session, i am relatively good with c# but i can only seem to make the same games over and over :D i can't seem to advance my skill as far as i want to

What are you trying to make vs what you end up making? PM me if you need some help.

Ronan. - January 1, 2016, 10:00 pm

(Jan 1, 2016 06:20 PM)Geralt Wrote: [\[CITE\]](#) You also can't learn to make games to a fair standard in a week.How so? I am really struggling to see how it'd take more than a week to know how to go about creating a basic mobile quiz game for example.

xenko - January 1, 2016, 11:54 pm

(Jan 1, 2016 11:00 PM)Ronan. Wrote: [\[CITE\]](#) How so? I am really struggling to see how it'd take more than a week to know how to go about creating a basic mobile quiz game for example.

You also said to a fair standard. And for that, to actually learn rather than being shown, would take a considerable amount of time, far surpassing a week.

Ronan. - January 2, 2016, 4:10 am

(Jan 2, 2016 12:54 AM)Geralt Wrote: [\[CITE\]](#) You also said to a fair standard. And for that, to actually learn rather than being shown, would take a considerable amount of time, far surpassing a week.

Well then that's your opinion :) I'm confident that I can cover the topics that will allow people to make their own games in a week fairly easily.

xenko - January 2, 2016, 10:48 am

(Jan 2, 2016 05:10 AM)Ronan. Wrote: [\[CITE\]](#) Well then that's your opinion :) I'm confident that I can cover the topics that will allow people to make their own games in a week fairly easily.

It's not really an opinion. It's more of a fact. It takes a whole lot longer than a week to learn how to develop something, ESPECIALLY a game, to a fair standard. YOU may know how to do these things, but in order for a new person to learn these, they'll need fairly in-depth explanations behind everything and a week is not enough time to do that.

That's not to say you shouldn't try. But I'm certain that once you're done, you'll have a metric shit-ton of confused people.

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It's really not. I'm not going into this blind - I run training sessions at my University and have been tutoring Game Development for a year and a half or so.

We're creating games that teach you the some of the foundations shown in games - not a AAA bootcamp. Movement, UI, Physics and some basic mechanics do not take more then a week to learn, I'd happily debate anyone against this.

When you understand how to use the tools available (engine documentation being a significant factor), there is no excuse you can't produce a game.

xenko - January 2, 2016, 12:46 pm

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Alright. Hopefully all goes well.