

Forum:[Hack Forums](#)

Thread: [\[Suggestion\] Game Development Subforum](#)

Ronan. - September 23, 2016, 6:42 pm

What?

A Game Development Subforum

Why?

So over the last 6~ Months or so I've noticed an increase of game development related threads. From showing an interest in getting started with <Engine> to wanting to start collaborative groups.

It'd be great to have a subforum encompassing all aspects of the game development process from design to code support and eventually publishing strategies.

A breakdown of how the areas of development are spread across the forum:

Code - Language-specific subforum, my unity tutorial for example

Art/Level Design - Rate my graphic

Game Design - TGL

Audio - Melody, Harmony, Rhythm, and MP3

Marketing/Promotion - Marketplace Discussions

LFG/LFM - Partnerships, Hiring, and Personnel

We have <LANGUAGE> subforum.

Firstly, the subforum is intended to provide more than just code support.

Secondly, many issues in game development span multiple languages, meaning someone proficient in C# could offer valuable information to someone creating their game in say, Java or C++ as the underlying logic of game mechanics is usually pretty constant.

There's also the case of engines like Unity where multiple languages are supported, yet the API is still the same, meaning it's incredibly easy to translate code segments. The tutorial I created (see signature) could easily be posted in the JS section with a couple of minor syntax changes.

There isn't a large enough demand

The demand is certainly growing, as displayed from the responses in this thread. Not only is the interest here, having a section to foster this kind of community may very well inspire more people to get involved.

Proposed Tags

[LFG] Looking for group - Wanting to join a development team

[LFM] Looking for members - Development teams looking to recruit (Must specify if positions are paid)

[Engine] Unity, Unreal, CoCos2dx, etc - Thread specifies an engine-specific problem. This could relate to engine tools or APIs

[Design] Game design - Relating to game design, what features/mechanics to include, target audiences, nichés, level design

[Code] Non-specific - For non-engine-specific code. E.g: Issue with custom physics system. No language defined in tag.

[Showcase] Showcase - If someone has made something particularly cool, they can share it here. Potential for people to explain their logic behind very abstract mechanics that aren't typically found in books/tutorials. Encompasses art, code, sound, design or even great marketing strategies.

Would you personally use this?

If not, can you see it being beneficial to budding devs around here?

Supporters in this thread:

Spoiler ([Click to View](#))

(Sep 24, 2016 02:16 PM)Vitani Wrote: [\[CITE\]](#) I would actually love a subforum like this! I've always been trying to create simple games on my own, but never actually finished (a decent) one.

Great suggestion OP, hoping this will get implemented.

(Sep 24, 2016 01:36 AM)James! Wrote: [\[CITE\]](#) I definitely agree with getting a sub-forum, It'd help me to expand my knowledge.

(Sep 24, 2016 03:28 AM)Mr. Robot Wrote: [\[CITE\]](#) I am definitely keen for this idea, I made some hackforums shooter thing I shared a while back in unity and recently made 2 threads around game ideas and creativity.

<https://hackforums.net/showthread.php?tid=5405364>

<https://hackforums.net/showthread.php?tid=5405338>

(Sep 24, 2016 03:37 AM)Undefined Wrote: [\[CITE\]](#) If a SF like this is made, I'll be active as fuck in it. Great idea. Hope it gets implemented.

(Sep 24, 2016 10:09 AM)nuckle Wrote: [\[CITE\]](#) I think it's a good idea. Should also bring attention to the graphics section. Start all these young coders on GML.

?

(Sep 24, 2016 10:38 AM)Im not a Robot Wrote: [\[CITE\]](#) I think this is a great idea and would love to see it implemented.

(Dec 21, 2016 08:48 AM)mothh Wrote: [\[CITE\]](#) It is funny that you didn't add me to the list of people who support it but w/e.

(Sep 24, 2016 02:40 PM)ihopeshe18 Wrote: [\[CITE\]](#) I would love this section as I am managing a few big video games. I would love to have more discussions with people interested in the field

(Sep 27, 2016 08:28 AM)RYDIOO Wrote: [\[CITE\]](#) Maybe have a section underneath for game development partnerships?

Only allow non-paid shit under it and let people get together and make cool shit because in the end, isn't that's what programming, game design, gfx and the rest are about? Cool shit?

(Oct 3, 2016 02:39 PM)?luffer Wrote: [\[CITE\]](#) Game Development would be great for Hackforums. I really hope it gets a section! I think it will be active.

(Oct 10, 2016 03:02 AM)aidenhera Wrote: [\[CITE\]](#) yes please, make this section so i can infect u all

(Oct 10, 2016 08:29 AM)Factus Wrote: [\[CITE\]](#) While I do think this is an interesting idea, and would definitely involve myself in the specified sf, I really haven't seen a whole lot of posts about game development. The creating of a game dev sf might stir the pot a little bit but I feel like there aren't really a ton of users here that are experienced with it, or aspire to be.

(Oct 10, 2016 06:17 PM)Consult Wrote: [\[CITE\]](#) Good idea, I definitely want this to become a thing! :)

(Oct 10, 2016 06:50 PM)D?vil Wrote: [\[CITE\]](#) It has been suggested many times over the past few years but always gets declined. Too be honest, I am definitely not sure if it would be an active

section, but if it existed I would definitely not run out of threads to post in it.

(Oct 14, 2016 12:17 PM)MrJamieMcC Wrote: [\[CITE\]](#)
<https://hackforums.net/showthread.php?tid=5298076>

I think a game dev sub forum would be great. It could also include 3D modelling, animations, audio for games, input for games. The possibilities are endless

(Oct 23, 2016 01:06 PM)Scorpi0n Wrote: [\[CITE\]](#) I would REALLY like this!

Some prefix ideas-

Release

Showcase

In Development

etc

(Dec 3, 2016 06:13 PM)Wares Wrote: [\[CITE\]](#) Definitely should have a sub-forum for Game Development!

I think that everyone can learn from it.

(Dec 3, 2016 06:26 PM)RTEmusic Wrote: [\[CITE\]](#) I wish this existed, but it probably wont happen

(Dec 5, 2016 04:33 AM)Technico Wrote: [\[CITE\]](#) There could always be different prefixes for different languages.

(Dec 5, 2016 02:01 PM)chrisman0091 Wrote: [\[CITE\]](#) I'm in support for it, especially since I'm currently in school for game development (though I'll most likely go into software development). It'd be super useful having people at least working on similar concepts, even if in different languages and possibly the same.

(Dec 7, 2016 01:46 PM)Felix™ Wrote: [\[CITE\]](#) Would love to see this :D

Currently a game developer and would to have a place to discuss development :)

(Dec 7, 2016 06:20 PM)Chronicle L33T Wrote: [\[CITE\]](#) Also keen, i had to end up posting in coding area just for advice over a language when it would have been easier to just have a section, such as a Q and A area, then the actual coding mechanics etc... I think this is where the issue arises when we dont really "have" a proper sub forum to post these kind of things such as game development, questions, engines, IDEs, platforms etc..

(Dec 11, 2016 11:03 AM)severos Wrote: [\[CITE\]](#) I support this idea, having a subforum for game dev is better than having to post in random other sections asking for help, game developing requires a mix of graphics, coding, and some game play design skills, the first 2 have their subforums (lets skip the fact that coding is actually multiple forums), so if someone was looking to get some info on game dev, he'll have to search in multiple subforums. asking about game dev never has the right section too...

I might have screwed something up there, sorry in advance, but I'm sleepy and can't focus XD

(Dec 11, 2016 01:13 PM)Zilog80 Wrote: [\[CITE\]](#) I just have seen a Ronan. reply in Coding and Programming forum pointing to this thread and the idea posted here by Ronan. Would be really nice. I support this idea. ?

(Dec 13, 2016 01:53 PM)imadrightnow Wrote: [\[CITE\]](#) great idea! i hope this could happen!

(Dec 14, 2016 11:15 AM)Lamee-Ven0m Wrote: [\[CITE\]](#) Hope this does happen, I am eager to learn and share the progression here at HF

(Dec 14, 2016 03:11 PM)TouchMyMalware Wrote: [\[CITE\]](#) I think a game development subsection would be nice. I'm looking for people to work on a game client with me while I work on the server. I'm not the only one in this position. I saw a post the other day where a person was a 3D modeller and wanted to collaborate with a game dev. I would love to have artists, designers, modellers working with me.

(Dec 14, 2016 03:18 PM)Thesse Wrote: [\[CITE\]](#) This sounds like good idea, I've been getting into game development lately and this would certainly help!

(Dec 14, 2016 04:02 PM)ZNAT0K Wrote: [\[CITE\]](#) Really interesting !! the gaming developing is growing and growing every year. It would be very good to have a subforum and discuss about this

on it !

(Dec 16, 2016 01:10 PM)P??sonl?af Wrote: [\[CITE\]](#) I would be very excited for a subforum like this,

In the mean time, where could be we post at the moment? Just at TGL ?

(Dec 17, 2016 02:08 AM)Dastoks Wrote: [\[CITE\]](#) Game developing was always something i thought off, a small dream of mine was to make an Indie RPG game phone to play and burn some time off.. i would be more then happy to see this happen !

since as Ronan. said, its way to scattered in the subforums to actually find something valuable.

(Dec 17, 2016 12:49 PM)Mr. Patches Wrote: [\[CITE\]](#) Definitely something I would love to see on this forum.

(Dec 17, 2016 01:18 PM)Disease Wrote: [\[CITE\]](#) I don't typically express my opinion here on suggestions- but I genuinely think this is a solid idea and would be happy to see if come to fruition.

(Dec 18, 2016 12:56 AM)Jayden.png Wrote: [\[CITE\]](#) I've been trying to get into game development for quite some time now, and i really think this would be a good subforum for those who have a passion and want to learn more from the community.

(Dec 18, 2016 01:01 AM)M?xim Wrote: [\[CITE\]](#) This might actually be good for HF. It could bring a lot of new traffic. I am always skeptical when it comes to new subforums, but this one could do good.

(Dec 20, 2016 01:00 PM)Kevin. Wrote: [\[CITE\]](#) I would love to see this subforum happen(I don't see why it wouldn't work), but from reading what James has said I'm worried that It won't happen now....

(Dec 20, 2016 01:05 PM)????s? Wrote: [\[CITE\]](#) Guess I'll keep this thread alive for you guys.

I think it's a good idea.

Make me games!!!

Omniscient - September 24, 2016, 1:43 am

Find me at least 10 existing threads you feel would be good for the section?

Web_Development - September 24, 2016, 1:46 am

(Sep 24, 2016 01:43 AM)Omniscient Wrote: [\[CITE\]](#) Find me at least 10 existing threads you feel would be good for the section?

Couldn't help myself, but had to say that your prestige is almost 1337 :D

OT: I would use only android or unity 3d game development forums sometimes.

Maybe they even already exist, idk.

Ronan. - September 24, 2016, 3:24 am

(Sep 24, 2016 01:43 AM)Omniscient Wrote: [\[CITE\]](#) Find me at least 10 existing threads you feel would be good for the section?

<https://hackforums.net/showthread.php?tid=5326384>

<https://hackforums.net/showthread.php?tid=5136633>

<https://hackforums.net/showthread.php?tid=5324063>

<https://hackforums.net/showthread.php?tid=4771999>

<https://hackforums.net/showthread.php?tid=5328294>

<https://hackforums.net/showthread.php?tid=4694123>

<https://hackforums.net/showthread.php?tid=5308218>

<https://hackforums.net/showthread.php?tid=4758174>

<https://hackforums.net/showthread.php?tid=5343538>

<https://hackforums.net/showthread.php?tid=5411285>

<https://hackforums.net/showthread.php?tid=5400393>

<https://hackforums.net/showthread.php?tid=5343538>
<https://hackforums.net/showthread.php?tid=5282685>
<https://hackforums.net/showthread.php?tid=5375140>

Also, having a section dedicated to this should hopefully encourage more people to get involved. I'm happy to put together a few tutorial threads on getting started with some of the public engines.

(Sep 24, 2016 01:46 AM)Hugh Mungus? Wrote: [\[CITE\]](#) Couldn't help myself, but had to say that your prestige is almost 1337 :D

OT: I would use only android or unity 3d game development forums sometimes.
Maybe they even already exist, idk.

Ah, I should've stayed there now that we know the formula :(

Unity is pretty popular right now, the /r/Unity3d subreddit has had a steady increase in growth since last year: <http://redditmetrics.com/r/Unity3D>

I was over at EGX yesterday and have been going for the last few years, it seems to be the engine of choice for most indies now, compared to most using their own proprietary engine a few years ago. With CoCos2dx and Unreal being the close runner-ups.

Mr. Robot - September 24, 2016, 3:28 am

I am definitely keen for this idea, I made some hackforums shooter thing I shared a while back in unity and recently made 2 threads around game ideas and creativity.

<https://hackforums.net/showthread.php?tid=5405364>
<https://hackforums.net/showthread.php?tid=5405338>

Undefined - September 24, 2016, 3:37 am

If a SF like this is made, I'll be active as fuck in it. Great idea. Hope it gets implemented.

Cammy - September 24, 2016, 9:46 am

(Sep 24, 2016 03:24 AM)Ronan. Wrote: [\[CITE\]](#) <https://hackforums.net/showthread.php?tid=5326384>
<https://hackforums.net/showthread.php?tid=5136633>
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<https://hackforums.net/showthread.php?tid=4694123>
<https://hackforums.net/showthread.php?tid=4758174>
<https://hackforums.net/showthread.php?tid=5411285>
<https://hackforums.net/showthread.php?tid=5400393>
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Half of these are either months are 1year+ old. I don't think we need a section for this

Ronan. - September 24, 2016, 9:57 am

(Sep 24, 2016 09:46 AM)Cammy. Wrote: [\[CITE\]](#) Half of these are either months are 1year+ old. I don't think we need a section for this

Fair point, updated my list ?

Keep in mind these are just me searching for pretty generic keywords, I probably spent about 5 minutes gathering the threads.

Like I said though, one of the aims of this subforum would be to not only give people a place to post anything relating to game development, but to also encourage more users to get involved.

Given the amount of talented programmers, artists and entrepreneurs the forum has, it'd be no surprise to me if some of the games made by HF users were getting in those top 100 lists.

nuckle - September 24, 2016, 10:09 am

(Sep 24, 2016 01:43 AM)Omniscient Wrote: [\[CITE\]](#) Find me at least 10 existing threads you feel would be good for the section?

I think it's a good idea. Should also bring attention to the graphics section. Start all these young coders on GML.

?

Remix - September 24, 2016, 10:15 am

First of all:

Quote:<LANGUAGE>'s subforum is mostly filled with trashy kids asking about creating RATs/Keyloggers.

Wrong. 1 out of 50 threads is about this shit

Second:

I don't see a reason why there should be an extra subforum
It would be dead af + you can do game development with several languages (should be posted in the specific subforum)

Ronan. - September 24, 2016, 10:17 am

(Sep 24, 2016 10:09 AM)nuckle Wrote: [\[CITE\]](#) I think it's a good idea. Should also bring attention to the graphics section. Start all these young coders on GML.

?

I was a mentor at an event held for the he first years at my university's induction game jam a few days ago actually, none of them had scripted before but two had pixel art exp, by the end of the 5 hours they'd created an infinite runner with scoring, deaths and enemies. While I'm not a big fan of GML, it's not a bad way at all to get non-programmers into the development side of things.

Thanks for the support!

(Sep 24, 2016 10:15 AM)Remix Wrote: [\[CITE\]](#) Wrong. 1 out of 50 threads is about this shitIf are are that passionate about my hyperbolic point, feel free to compile all programming related threads containing the title "RAT" or "Keylogger" and give me a percentage, I'll happily amend my post.

(Sep 24, 2016 10:15 AM)Remix Wrote: [\[CITE\]](#) I don't see a reason why there should be an extra subforum

It would be dead af + you can do game development with several languages (should be posted in the specific subforum)Fair enough, it might very well be a wasteland, it might thrive and grow to be fairly popular, it's not something you can easily predict. Given the rise of indie developers and the various roles that are actually filled in game dev on the forum, I think it will do fairly well.

True, though that only accounts for very specific cases where their issue is not based on the logic of the code, uses libraries from obscure engines few will ever have heard of (Irrlicht for example) and under the assumption that someone in that language specific forum actually knows how to solve it.

Remix - September 24, 2016, 10:25 am

(Sep 24, 2016 10:21 AM)James! Wrote: [\[CITE\]](#) It wouldn't be dead af. They'd get lost in the coding subforums and in game development the threads will actually be seen by other people who love game development, at least in my opinion. I wouldn't go looking in code specific sections, instead I'd

look in a subforum specific just to game development.
No one would visit the game development subforum
I've seen like 5 threads about game development in 2 years

Web_Development - September 24, 2016, 10:27 am

(Sep 24, 2016 10:17 AM)Ronan. Wrote: [\[CITE\]](#) I was a mentor at an event held for the he first years at my university's induction game jam a few days ago actually, none of them had scripted before but two had pixel art exp, by the end of the 5 hours they'd created an infinite runner with scoring, deaths and enemies. While I'm not a big fan of GML, it's not a bad way at all to get non-programmers into the development side of things.

Thanks for the support!
I am eager to learn if you want to mentor someone :P

Ronan. - September 24, 2016, 10:34 am

(Sep 24, 2016 10:25 AM)Remix Wrote: [\[CITE\]](#) No one would visit the game development subforum
I've seen like 5 threads about game development in 2 years
<https://hackforums.net/showthread.php?tid=5414131&pid=52544614#pid52544614>

(Sep 24, 2016 10:27 AM)Hugh Mungus? Wrote: [\[CITE\]](#) I am eager to learn if you want to mentor someone :P
I'll be working full time as of next week, though if you have any dev related questions let me know ?

I'm not a Robot - September 24, 2016, 10:38 am

I think this is a great idea and would love to see it implemented.

Remix - September 24, 2016, 10:55 am

(Sep 24, 2016 10:34 AM)Ronan. Wrote: [\[CITE\]](#)
<https://hackforums.net/showthread.php?tid=5414131&pid=52544614#pid52544614>
Well, I was obviously wrong
But I doubt it's enough to make an own subforum

Zexo - September 24, 2016, 11:46 am

Honesty I don't think there would be enough activity also as remix said it would be confusing to have all different languages mixed in one section it would be better under the certain language.

Zexo - September 24, 2016, 12:04 pm

(Sep 24, 2016 11:53 AM)James! Wrote: [\[CITE\]](#) There could always be different prefixes for different languages.
But would you really want to have all those prefixes everywhere.

Granny Bacon - September 24, 2016, 12:31 pm

You feel like we need a game development subforum just because you saw a few threads here and there within 6 months time?
I don't feel like it's needed.

Ronan. - September 24, 2016, 1:25 pm

(Sep 24, 2016 12:31 PM)Granny Bacon Wrote: [\[CITE\]](#) You feel like we need a game development subforum just because you saw a few threads here and there within 6 months time?
I don't feel like it's needed.
It's a large subject area with split coverage around other subforums. It seems pretty logical to have it all in one place does it not?
Let's say I create a Unity tutorial for example, where would you propose it was posted?

Not thinking it's needed is fine, it's not for everyone.

Though given that its an area that has rapidly become more popular in recent years, having a place to cater anyone interested is a great way to get both new and experienced devs alike involved.

Vitani - September 24, 2016, 2:16 pm

I would actually love a subforum like this!

I've always been trying to create simple games on my own, but never actually finished (a decent) one.

Great suggestion OP, hoping this will get implemented.

Eagerkid - September 24, 2016, 2:40 pm

I would love this section as I am managing a few big video games. I would love to have more discussions with people interested in the field

SIM-2848947 - September 27, 2016, 8:28 am

Maybe have a section underneath for game development partnerships?

Only allow non-paid shit under it and let people get together and make cool shit because in the end, isn't that's what programming, game design, gfx and the rest are about? Cool shit?

Ronan. - September 27, 2016, 2:12 pm

(Sep 27, 2016 08:28 AM)RYDIOO Wrote: [\[CITE\]](#) Maybe have a section underneath for game development partnerships?

Only allow non-paid shit under it and let people get together and make cool shit because in the end, isn't that's what programming, game design, gfx and the rest are about? Cool shit?

I'd be great to get some small dev groups together on here, though allowing both paid/unpaid roles would be alright, there's a lot of entrouponers on here so having the chance to work on an actual commercial game release might be a nice trait.

Ronan. - September 28, 2016, 6:16 am

(Sep 27, 2016 02:17 PM)James! Wrote: [\[CITE\]](#) We could also start like an unofficial Discord group now for game development :p

Not a bad idea, though I don't really use discord much myself.

I'd love to know the experience level of those in support of this subforum are, it'd be interesting to gauge what stage users on here at at.

SIM-2848947 - September 28, 2016, 12:59 pm

(Sep 27, 2016 02:17 PM)James! Wrote: [\[CITE\]](#) We could also start like an unofficial Discord group now for game development :p

Make one, a thread and PM every one who posted here. Should be able to get quite a few members.

Bluffer - October 3, 2016, 2:39 pm

Game Development would be great for Hackforums. I really hope it gets a section! I think it will be active.

Doctor Blue - October 9, 2016, 7:50 pm

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) <LANGUAGE>'s subforum is mostly filled with trashy kids asking about creating RATs/Keyloggers.

You're going to get the equivalent, regardless of the topic. Loads of threads where people ask you to add them on Skype and teach them how to develop games.

If you post in the language-specific sections you would likely still get an answer if anyone has it.

Ronan. - October 10, 2016, 12:41 am

(Oct 9, 2016 07:50 PM)Doctor Blue Wrote: [\[CITE\]](#) You're going to get the equivalent, regardless of the topic. Loads of threads where people ask you to add them on Skype and teach them how to develop games.

If you post in the language-specific sections you would likely still get an answer if anyone has it. Of course, that'll naturally happen despite the forum.

Potentially, but the issues people will experience will mostly be focused around the approach of a certain mechanic, the language-specific forum will most likely only be able to help with syntax/construct problems.

Account of the Gods - October 10, 2016, 3:02 am

yes please, make this section so i can infect u all

Factus - October 10, 2016, 8:29 am

While I do think this is an interesting idea, and would definitely involve myself in the specified sf, I really haven't seen a whole lot of posts about game development. The creating of a game dev sf might stir the pot a little bit but I feel like there aren't really a ton of users here that are experienced with it, or aspire to be.

Factus - October 10, 2016, 9:58 am

(Oct 10, 2016 08:55 AM)James! Wrote: [\[CITE\]](#) A sf could make users not interested in it to want to start developing

Yeah, that's what I was pointing at.

Cheese - October 10, 2016, 6:17 pm

Good idea, I definitely want this to become a thing! :)

D?vil - October 10, 2016, 6:50 pm

It has been suggested many times over the past few years but always gets declined. Too be honest, I am definitely not sure if it would be an active section, but if it existed I would definitely not run out of threads to post in it.

Ronan. - October 13, 2016, 2:48 am

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Could you link me to the threads? I didn't see any while searching around, I'd be interested in comparing the responses between then and now.

D?vil - October 13, 2016, 1:17 pm

(Oct 13, 2016 02:48 AM)Ronan. Wrote: [\[CITE\]](#) Could you link me to the threads? I didn't see any while searching around, I'd be interested in comparing the responses between then and now.

I wouldn't know where to find them now, someone suggests it every few months, they are quite possibly even junked. Most of them get closed in the end.

Although what I can say is most of them are just debates about how there is or isn't enough activity for the sub forum. I know I would post a lot of tutorials in it that I wouldn't bother posting now, but subforums won't get created by just suspecting there will be activity, there needs to be evidence of activity.

MrJamieMcC - October 14, 2016, 12:17 pm

(Sep 24, 2016 01:43 AM)Omniscient Wrote: [\[CITE\]](#) Find me at least 10 existing threads you feel would be good for the section?

<https://hackforums.net/showthread.php?tid=5298076>

I think a game dev sub forum would be great. It could also include 3D modelling, animations, audio for games, input for games. The possibilities are endless

???? - October 23, 2016, 1:06 pm

I would REALLY like this!

Some prefix ideas-

Release

Showcase

In Development

etc

Ronan. - November 26, 2016, 2:19 pm

I admire your determination James!

Worked on anything cool lately?

Sajuuk - November 26, 2016, 2:58 pm

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) So over the last 6~ Months or so I've seen more and more posts either mentioning game development or posting some of their projects.

You obviously haven't been to the C/C++ section.

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) It'd be great to have a subforum encompassing all aspects of the game development process from code support to publishing strategies.

<http://www.gamedev.net/index>

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) <LANGUAGE>'s subforum is mostly filled with trashy kids asking about creating RATs/Keyloggers. A space where people are actually trying to get support for coding mechanics for their game or want advice on what data structures they should use would be a haven and leaves room for discussion.

Everyone is able to ask about <LANGUAGE>'s mechanics as well as any graphics library meant for use with <LANGUAGE>.

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) While we don't have daily demands on Flappy Bird tutorials, I'm sure many users on HF have at least thought about trying their hand at game development. Now's your chance.

You just proved the point. There isn't a large enough demand. "Now is your chance" you're implying that there isn't much activity nor interest in such topics especially in the coding subforums so you have to push the "try it out" message to cover up the fact that anyone that's serious about developing a decent game will not be on HackForums asking how to load a WaveFront object with SDL. You fucking idiot. :)

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) If not, can you see it being beneficial to budding devs around here?

Once again: <http://www.gamedev.net/index>

Ronan. - November 26, 2016, 3:38 pm

Sajuuk Wrote: You obviously haven't been to the C/C++ section.

I don't see the relevance of this at all, I'm stating that the frequency of threads about game development have increased. Use the search tool.

Sajuuk Wrote:<http://www.gamedev.net/index>

Struggling to wrap my head around how you could possibly think this was a valid point.
You could link dedicated forums for the majority of the sections on HF.

Sajuuk Wrote:Everyone is able to ask about <LANGUAGE>'s mechanics as well as any graphics library meant for use with <LANGUAGE>. You have completely missed the point of what I was saying here.

Sajuuk Wrote:You just proved the point. There isn't a large enough demand. "Now is your chance" you're implying that there isn't much activity nor interest in such topics especially in the coding subforums so you have to push the "try it out" message to cover up the fact that anyone that's serious about developing a decent game will not be on HackForums asking how to load a WaveFront object with SDL. You fucking idiot. :)

Yes, there isn't a huge demand, but there's a growing demand.

As I said earlier, use the search tool, there are more threads relating to game dev scattered across the site that could easily be grouped together than there are daily posts in some of the less popular, already established subforums.

I fail to see why you're so angry about the potential inclusion of a subforum meant to incubate a growing area of interest. It's fine to think it's not a good idea, that's the whole point of a discussion. Though your points seem to be more flame(y) than constructive.

Sajuuk - November 26, 2016, 4:07 pm

(Nov 26, 2016 04:38 PM)Ronan. Wrote: [\[CITE\]](#) I don't see the relevance of this at all, I'm stating that the frequency of threads about game development have increased. Use the search tool.

The frequency has increased but there still isn't a mass interest in the subject. And creating such a section would attract even more skids. Thus, no game development section is needed.

(Nov 26, 2016 04:38 PM)Ronan. Wrote: [\[CITE\]](#) Struggling to wrap my head around how you could possibly think this was a valid point.

You could link dedicated forums for the majority of the sections on HF.

It's HackForums, not GameDevForums. A majority of sections on HF involve hacking in some way. If a subforum itself is not directly related to hacking, threads created within it will likely be related to hacking in some way.

(Nov 26, 2016 04:38 PM)Ronan. Wrote: [\[CITE\]](#) You have completely missed the point of what I was saying here.

Bottom line, the point is no game development subforum is needed. The same people that will even have the mental capacity to assist those developers interested in the "deeper" topics of game development are the same ones that are in <LANGUAGE>'s section. Why would they take the time to go to another section to help people develop a game using the same language that they use which also has its own subforum? You're not making any sense.

(Nov 26, 2016 04:38 PM)Ronan. Wrote: [\[CITE\]](#) Yes, there isn't a huge demand, but there's a growing demand.

As I said earlier, use the search tool, there are more threads relating to game dev scattered across the site that could easily be grouped together than there are daily posts in some of the less popular, already established subforums.

"Growing demand" != high demand

Until there is a large demand for assistance with game development (in general topics), no such subforum is needed.

(Nov 26, 2016 04:38 PM)Ronan. Wrote: [\[CITE\]](#) I fail to see why you're so angry about the potential inclusion of a subforum meant to incubate a growing area of interest.

"Growing area of interest" again, you're just proving my point and going against your own.

(Nov 26, 2016 04:38 PM)Ronan. Wrote: [\[CITE\]](#) It's fine to think it's not a good idea, that's the whole point of a discussion. Though your points seem to be more flame(y) than constructive.

It's not a good idea. Yep, correct! :)

Ronan. - November 26, 2016, 4:29 pm

Sajuuk Wrote:The frequency has increased but there still isn't a mass interest in the subject. And creating such a section would attract even more skids. Thus, no game development section is needed. There isn't a mass interest in many of the subforums we have already. Hell, some subforums like SC have threads where the last post was 2015 on the front page:

<https://hackforums.net/forumdisplay.php?fid=214>

Sajuuk Wrote:It's HackForums, not GameDevForums. A majority of sections on HF involve hacking in some way. If a subforum itself is not directly related to hacking, threads created within it will likely be related to hacking in some way.

I certainly wouldn't call it a majority. There's a "Hack" section, that's about as far as it goes. Granted there's usually a few hack-relating threads per page in some programming sections, and that's being generous.

Fantastic observation, this is certainly not GameDevForums.

Nor is it:

AnimeAdventuresForums

Dubstep&EDMForums

InnuendoForums

CS:GoForums

...

You get the picture. I'm suggesting a subforum, not a redesign of the entire fucking website buddy ?

Sajuuk Wrote:Bottom line, the point is no game development subforum is needed. The same people that will even have the mental capacity to assist those developers interested in the "deeper" topics of game development are the same ones that are in <LANGUAGE>'s section. Why would they take the time to go to another section to help people develop a game using the same language that they use which also has its own subforum? You're not making any sense.

I'll excuse your ignorance as you evidently have no experience in the field whatsoever.

The potential section is not a replacement for <language> sections, although on that point, as I've mentioned previously in the thread, a lot of issues with development are likely to span from issues with the logic, rather than the language.

The first studio I worked at used CoCos2D for the majority of their projects. CoCos uses C++, I had a problem, proposed it to my friend (very little C++ knowledge, Java background) and he solved it.

I should stress the importance of the section being for the discussion of development also, not just bugs, though that seems to be the moot point you're chasing so desperately here...

Regardless, thanks for your input ?

M?xim - November 26, 2016, 4:59 pm

Making a new subforum is always a sorta negative thing for a forum bet yet positive (if it has a good

purpose like this one you are suggesting).

That subforum will be 0,0,0,0. No posts, no threads. I see why one would hesitate to make a new subforum, no matter what it is about.

Sajuuk - November 26, 2016, 5:16 pm

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) There isn't a mass interest in many of the subforums we have already. Hell, some subforums like SC have threads where the last post was 2015 on the front page: <https://hackforums.net/forumdisplay.php?fid=214>
Yep.

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) I certainly wouldn't call it a majority. There's a "Hack" section, that's about as far as it goes. Granted there's usually a few hack-relating threads per page in some programming sections, and that's being generous.
I was speaking for a majority of sections on this board. You misinterpreted.

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) Fantastic observation, this is certainly not GameDevForums.

Nor is it:

AnimeAdventuresForums

Dubstep&EDMForums

InnuendoForums

CS:GoForums

...

You get the picture. I'm suggesting a subforum, not a redesign of the entire fucking website buddy ?
A subforum that is not needed because the interest level is so low that anybody interested in the subject can go to the programming section for <LANGUAGE> and discuss libraries and different methods/implementations for 2D and/or 3D games. I assume you did not note the "serious developer" comment I made. I'm pointing out the facts that annihilate your suggestion's points, not bombarding your opinions with my own to attempt to best you, buddy. :)

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) I'll excuse your ignorance as you evidently have no experience in the field whatsoever.

The potential section is not a replacement for <language> sections, although on that point, as I've mentioned previously in the thread, a lot of issues with development are likely to span from issues with the logic, rather than the language.

Logical errors are more prevalent because of the programmer. Issues with the language interacting with x library should already be noted in the documentation. If they are not, they should be answered with a quick Google search.

"No experience in the field whatsoever" you're partially correct. I'm not a game developer namely because I have no interest in creating games. Thus, I have not delved much into the related subjects.

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) The first studio I worked at used CoCos2D for the majority of their projects. CoCos uses C++, I had a problem, proposed it to my friend (very little C++ knowledge, Java background) and he solved it.

Yes, most programmers would agree that C++ is very similar to Java. :P

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) I should stress the importance of the section being for the discussion of development also, not just bugs, though that seems to be the moot point you're chasing so desperately here...

Again, lack of interest in the subjects you've provided contributes to the decision that will be made. I

hope you plan to post a lot in such a subforum because you seem to be pushing hard for its creation.

(Nov 26, 2016 05:29 PM)Ronan. Wrote: [\[CITE\]](#) Regardless, thanks for your input ?
No problem!

Ronan. - November 27, 2016, 6:52 am

Sajuuk Wrote:A subforum that is not needed because the interest level is so low that anybody interested in the subject can go to the programming section for <LANGUAGE> and discuss libraries and different methods/implementations for 2D and/or 3D games. I assume you did not note the "serious developer" comment I made. I'm pointing out the facts that annihilate your suggestion's points, not bombarding your opinions with my own to attempt to best you, buddy. :)

Many developers will use various engines/libraries, having issues spread across language specific subforums makes them more difficult to find for someone actually interested in assisting developers.

If I head to the C++ section and post some code from a water physics system I wrote for an old engine a while ago and asked for help, sure, I may get some help, but what if someone has created similar systems in a different language and doesn't visit the C++ section?

The "facts that annihilate" my suggestions are no more than your flawed perception of the game development process.

Sajuuk Wrote:Logical errors are more prevalent because of the programmer. Issues with the language interacting with x library should already be noted in the documentation. If they are not, they should be answered with a quick Google search.

Sure, there's some issues that can be solved with google searches though you could draw up half of the entire forum to that. I'm surprised you actually noted this.

Once again, you are implying the entire subforum is to be code-centric.

It's about showcasing projects, discussing new hardware/trends, learning about the industry, etc.

Sajuuk Wrote:Again, lack of interest in the subjects you've provided contributes to the decision that will be made. I hope you plan to post a lot in such a subforum because you seem to be pushing hard for its creation.

I'd very much like to see it, though all I'm trying to do right now is clear up your misconceptions.

Sajuuk - November 27, 2016, 7:16 am

(Nov 27, 2016 07:52 AM)Ronan. Wrote: [\[CITE\]](#) Many developers will use various engines/libraries, having issues spread across language specific subforums makes them more difficult to find for someone actually interested in assisting developers.

Those various languages are all covered under their own subforum. Maybe not specifically dedicated to one section for some, but any languages that do not have a subforum dedicated directly to them should be covered in the general "Coding and Programming" subforum.

(Nov 27, 2016 07:52 AM)Ronan. Wrote: [\[CITE\]](#) If I head to the C++ section and post some code from a water physics system I wrote for an old engine a while ago and asked for help, sure, I may get some help, but what if someone has created similar systems in a different language and doesn't visit the C++ section?

Then they should search for the right section for the programming language they used. And as I pointed out earlier, even if a game development subforum were created, the lack of interest would stay relatively at the same level. Your attempting to get at me by mimicking my forum name

creations is futile.

(Nov 27, 2016 07:52 AM)Ronan. Wrote: [\[CITE\]](#) The "facts that annihilate" my suggestions are no more than your flawed perception of the game development process.

How am I the one that has "flawed perception" when I've already pointed out the minuscule level of interest expressed within this board that lean the decision towards a no-go? Stop trying to act all big and bad when you get smashed in the face with a list of facts. Your childish implications, although they are worded quite knowledgeably, still yield the same message.

(Nov 27, 2016 07:52 AM)Ronan. Wrote: [\[CITE\]](#) Sure, there's some issues that can be solved with google searches though you could draw up half of the entire forum to that. I'm surprised you actually noted this.

Once again, you are implying the entire subforum is to be code-centric. It's about showcasing projects, discussing new hardware/trends, learning about the industry, etc. I believe the forum I linked to earlier provides all of those areas of the study and more. It already has all the shit you're looking to implement into such a subforum if it were created here. I feel like I'm forcing a push for a petition here even though that's not the message I'm trying to convey.

(Nov 27, 2016 07:52 AM)Ronan. Wrote: [\[CITE\]](#) I'd very much like to see it, though all I'm trying to do right now is clear up your misconceptions.

If only you knew what true idiocy looks like...

Ronan. - November 27, 2016, 7:26 am

I don't believe we're getting anywhere here, I'm not trying to "get at" you, continuing to argue the same points isn't beneficial anymore.

We've both made our cases, thanks for your input.

Sajuuk - November 27, 2016, 7:32 am

(Nov 27, 2016 08:26 AM)Ronan. Wrote: [\[CITE\]](#) I don't believe we're getting anywhere here, I'm not trying to "get at" you, continuing to argue the same points isn't beneficial anymore.

We've both made our cases, thanks for your input.

Naw, why you gonna back out now? You've got so many more points to throw at me to see if it will best the lack of interest I've been pointing out this entire time. ?

Ronan. - November 27, 2016, 7:37 am

(Nov 27, 2016 08:32 AM)Sajuuk Wrote: [\[CITE\]](#) Naw, why you gonna back out now? You've got so many more points to throw at me to see if it will best the lack of interest I've been pointing out this entire time. ?

There's a growing interest, as I've pointed out ?

I don't want the rest of the thread to consist of us arguing for the next 2 months ?

Sajuuk - November 27, 2016, 8:08 am

(Nov 27, 2016 08:37 AM)Ronan. Wrote: [\[CITE\]](#) There's a growing interest, as I've pointed out ? I don't want the rest of the thread to consist of us arguing for the next 2 months ?

Can you average out the growth rate and provide the rate's base time period, please? (Possibly in addition to a future projection for general "interest".) This data will be very helpful to others in providing an opinion, so please post it in the OP if you would.

EDIT: Sorry. Should have been more specific. The longer the time period you use, the more sparse the growth will be. Thus, to represent a decent interest growth within the half a year you used in the

OP, you'd have to match it with whatever a "decent interest" rate is for other time periods. Half a year is a long time.

Ronan. - November 27, 2016, 8:52 am

(Nov 27, 2016 09:08 AM)Sajuuk Wrote: [\[CITE\]](#) Can you average out the growth rate and provide the rate's base time period, please? (Possibly in addition to a future projection for general "interest".) This data will be very helpful to others in providing an opinion, so please post it in the OP if you would.

EDIT: Sorry. Should have been more specific. The longer the time period you use, the more sparse the growth will be. Thus, to represent a decent interest growth within the half a year you used in the OP, you'd have to match it with whatever a "decent interest" rate is for other time periods. Half a year is a long time.

I don't have the time go to over every single statistic and draw projections for something that can be seen in just the amount of threads, though you're more than welcome to use the search tool to see yourself.

Here's some threads I found in about 15 minutes using only the search terms "unity" and "game dev":

<https://hackforums.net/showthread.php?tid=5467919>
<https://hackforums.net/showthread.php?tid=5428079>
<https://hackforums.net/showthread.php?tid=4911912>
<https://hackforums.net/showthread.php?tid=5004469>
<https://hackforums.net/showthread.php?tid=4990465>
<https://hackforums.net/showthread.php?tid=4689745>
<https://hackforums.net/showthread.php?tid=4518210>
<https://hackforums.net/showthread.php?tid=4274143>
<https://hackforums.net/showthread.php?tid=5441851>
<https://hackforums.net/showthread.php?tid=5326384>
<https://hackforums.net/showthread.php?tid=5136633>
<https://hackforums.net/showthread.php?tid=5109178>
<https://hackforums.net/showthread.php?tid=5011997>
<https://hackforums.net/showthread.php?tid=4771999>
<https://hackforums.net/showthread.php?tid=4694123>
<https://hackforums.net/showthread.php?tid=4574045>
<https://hackforums.net/showthread.php?tid=4048488>
<https://hackforums.net/showthread.php?tid=5471089>
<https://hackforums.net/showthread.php?tid=5467212>
<https://hackforums.net/showthread.php?tid=5459232>
<https://hackforums.net/showthread.php?tid=5434020>
<https://hackforums.net/showthread.php?tid=5411285>
<https://hackforums.net/showthread.php?tid=5400393>
<https://hackforums.net/showthread.php?tid=5372677>
<https://hackforums.net/showthread.php?tid=5343538>
<https://hackforums.net/showthread.php?tid=5325529>
<https://hackforums.net/showthread.php?tid=5282685>
<https://hackforums.net/showthread.php?tid=5265442>
<https://hackforums.net/showthread.php?tid=5254369>
<https://hackforums.net/showthread.php?tid=5248693>
<https://hackforums.net/showthread.php?tid=5230044>
<https://hackforums.net/showthread.php?tid=5219619>
<https://hackforums.net/showthread.php?tid=5197257>

<-- This one is super interesting

<https://hackforums.net/showthread.php?tid=5194263>
<https://hackforums.net/showthread.php?tid=5194406>
<https://hackforums.net/showthread.php?tid=5190874>
<https://hackforums.net/showthread.php?tid=5011997>
<https://hackforums.net/showthread.php?tid=5407152>

mothh - November 27, 2016, 8:59 am

(Nov 27, 2016 09:52 AM)Ronan. Wrote: [\[CITE\]](#) I don't have the time go to over every single statistic and draw projections for something that can be seen in just the amount of threads, though you're more than welcome to use the search tool to see yourself.

Here's some threads I found in about 15 minutes using only the search terms "unity" and "game dev":

snip

You should probably also search of Unreal Engine and UE4.

Sajuuk - November 27, 2016, 4:54 pm

(Nov 27, 2016 09:52 AM)Ronan. Wrote: [\[CITE\]](#) I don't have the time go to over every single statistic and draw projections for something that can be seen in just the amount of threads, though you're more than welcome to use the search tool to see yourself.

Here's some threads I found in about 15 minutes using only the search terms "unity" and "game dev":

Lmao some of those threads are from 2014 and 2015. You're not even going off of your original six month timeline anymore.

"I've seen a recent influx of game dev threads in the past ~6 months" when really it's just a bunch of "looking for dev" threads in the Service Requests section. The "interest" you're trying to push across to us is when someone wants to actually learn how to create their own game. Not hire someone and pay them to do it. ?

Ronan. - November 27, 2016, 4:59 pm

(Nov 27, 2016 05:54 PM)Sajuuk Wrote: [\[CITE\]](#) Lmao some of those threads are from 2014 and 2015. You're not even going off of your original six month timeline anymore.

"I've seen a recent influx of game dev threads in the past ~6 months" when really it's just a bunch of "looking for dev" threads in the Service Requests section. The "interest" you're trying to push across to us is when someone wants to actually learn how to create their own game. Not hire someone and pay them to do it. ?

Yeah, I was going to do a chart with the frequency of threads between 2014-2016, here's the stats for the list:

2016 Q4
2016 Q3
2015 Q3
2015 Q4
2015 Q4
2015 Q1
2014 Q4
2014 Q3
2016 Q4
2016 Q3

2016 Q1
2015 Q4
2015 Q4
2015 Q2
2015 Q1
2014 Q4
2014 Q1
2016 Q4
2016 Q4
2016 Q4
2016 Q4
2016 Q3
2016 Q3
2016 Q3
2016 Q3
2016 Q3
2016 Q2
2016 Q2
2016 Q2
2016 Q2
2016 Q2
2016 Q2
2016 Q1
2016 Q1
2016 Q1
2016 Q1
2016 Q1
2015 Q4
2016 Q3

Didn't feel like going through 100+ threads and graphing them when people can just use the search feature and see for themselves so I stopped after the first two terms ?

Ronan. - December 3, 2016, 6:15 am

(Nov 30, 2016 11:46 AM)James! Wrote: [\[CITE\]](#) Nah, I'm idea-less.

Try hopping on /r/gamedevclassifieds, there's usually a bunch of projects on there looking to recruit people.

It's also good if you want to experiment with new engines / frameworks; since most of the projects are already in development, you can jump right in to practical examples.

Here's an awesome project I helped out with last year: <https://github.com/GlPortal/glPortal>

I believe they're on a bit of a hiatus for now, regardless, you should at least fork the repo for the sake of checking out some of the mechanics.

Biocides - December 3, 2016, 5:13 pm

Definitively should have a sub-forum for Game Development!

I think that everyone can learn from it.

RTEmusic - December 3, 2016, 5:26 pm

I wish this existed, but it probably wont happen

Ronan. - December 5, 2016, 1:20 am

If you two are interested in getting started with the world of game dev, check out my sig :)

Technico - December 5, 2016, 3:33 am

There could always be different prefixes for different languages.

Nachfolger - December 5, 2016, 3:40 am

I think we should fix our current problem before we try and branch off.

Or maybe just add a more dedicated development forum. There aren't many PHP resources here, aye?

Ronan. - December 5, 2016, 9:55 am

(Dec 5, 2016 04:40 AM)Nachfolger Wrote: [\[CITE\]](#) I think we should fix our current problem before we try and branch off.

Or maybe just add a more dedicated development forum. There aren't many PHP resources here, aye?

I'm not sure what you're trying to say, what problem?

Nachfolger - December 5, 2016, 11:16 am

(Dec 5, 2016 10:55 AM)Ronan. Wrote: [\[CITE\]](#) I'm not sure what you're trying to say, what problem? Trashy kids trying to get their rats built for them.

(Sep 23, 2016 06:42 PM)Ronan. Wrote: [\[CITE\]](#) We have <LANGUAGE> subforum.

<LANGUAGE>'s subforum is mostly filled with trashy kids asking about creating RATs/Keyloggers. You would be thinking ignorantly to say that this new forum wouldn't be filled with the same people.

Ronan. - December 5, 2016, 12:51 pm

(Dec 5, 2016 12:16 PM)Nachfolger Wrote: [\[CITE\]](#) Trashy kids trying to get their rats built for them.

You would be thinking ignorantly to say that this new forum wouldn't be filled with the same people. Sure, there might be the odd post asking how to rat someone with a game, though those threads are based in language specific forums, they ask there because they're unsure as to where to post. A forum focused around game development, it's a much less likely place for them to turn to.

chrisman0091 - December 5, 2016, 1:01 pm

I'm in support for it, especially since I'm currently in school for game development (though I'll most likely go into software development). It'd be super useful having people at least working on similar concepts, even if in different languages and possibly the same.

Seife?r - December 7, 2016, 12:46 pm

Would love to see this :D

Currently a game developer and would to have a place to discuss development :)

Ronan. - December 7, 2016, 2:37 pm

Thanks for the input guys, I just recently made a Unity tutorial, feel free to check that out. A taster if you will for potential content we could have if we had a sub forum.

Lexxi. - December 7, 2016, 5:20 pm

Also keen, i had to end up posting in coding area just for advice over a language when it would have been easier to just have a section, such as a Q and A area, then the actual coding mechanics etc... I think this is where the issue arises when we dont really "have" a proper sub forum to post these kind of things such as game development, questions, engines, IDEs, platforms etc..

severos - December 11, 2016, 10:03 am

I support this idea, having a subforum for game dev is better than having to post in random other sections asking for help, game developing requires a mix of graphics, coding, and some game play design skills, the first 2 have their subforums (lets skip the fact that coding is actually multiple forums), so if someone was looking to get some info on game dev, he'll have to search in multiple subforums. asking about game dev never has the right section too...

I might have screwed something up there, sorry in advance, but I'm sleepy and can't focus XD

Zilog80 - December 11, 2016, 12:13 pm

I just have seen a Ronan. reply in Coding and Programming forum pointing to this thread and the idea posted here by Ronan. Would be really nice. I support this idea. ?

Ronan. - December 11, 2016, 12:42 pm

(Dec 11, 2016 11:03 AM)severos Wrote: [\[CITE\]](#) I support this idea, having a subforum for game dev is better than having to post in random other sections asking for help, game developing requires a mix of graphics, coding, and some game play design skills, the first 2 have their subforums (lets skip the fact that coding is actually multiple forums), so if someone was looking to get some info on game dev, he'll have to search in multiple subforums. asking about game dev never has the right section too...

I might have screwed something up there, sorry in advance, but I'm sleepy and can't focus XD

I think you hit the issue pretty spot on here.

I was curious as to where to post my Unity tutorial since a lot of what I mentioned is applicable to both JS/Boo scripts.

Also, here's a video of the 'HF Game' for the tutorial I made, only managed to devote a few hours to it so far but I'm pretty happy with the intro.

<https://webmshare.com/dEv8r>

Deno - December 13, 2016, 12:53 pm

great idea! i hope this could happen!

Lamee-Ven0m - December 14, 2016, 10:15 am

Hope this does happen, I am eager to learn and share the progression here at HF

Ronan. - December 14, 2016, 1:03 pm

I'm very pleased there's been such an interest in this idea; for anyone just seeing this for the first time, I've updated the OP given some feedback I've had from other users.

TouchMyMalware - December 14, 2016, 2:11 pm

I think a game development subsection would be nice. I'm looking for people to work on a game client with me while I work on the server. I'm not the only one in this position. I saw a post the other day where a person was a 3D modeller and wanted to collaborate with a game dev. I would love to have artists, designers, modellers working with me.

Thesse - December 14, 2016, 2:18 pm

This sounds like good idea, I've been getting into game development lately and this would certainly help!

DOG - December 14, 2016, 3:02 pm

Really interesting !! the gaming developing is growing and growing every year. It would be very good

to have a subforum and discuss about this on it !

P??sonl?af - December 16, 2016, 12:10 pm

I would be very excited for a subforum like this,

In the mean time, where could be we post at the moment? Just at TGL ?

Ronan. - December 16, 2016, 11:27 pm

(Dec 16, 2016 01:10 PM)P??sonl?af Wrote: [\[CITE\]](#) I would be very excited for a subforum like this,

In the mean time, where could be we post at the moment? Just at TGL ?

It's hard to say to be honest, the posts I've found (see various pages on thread) are scattered because of how far the areas span.

The breakdown is a little like this:

Code - Language-specific subforum, my unity tutorial for example

Art/Level Design - Rate my graphic

Game Design - TGL

Audio - Melody, Harmony, Rhythm, and MP3

Marketing/Promotion - Marketplace Discussions

LFG/LFM - Partnerships, Hiring, and Personnel

Edit: Added to OP

Dastoks - December 17, 2016, 1:08 am

Game developing was always something i thought off, a small dream of mine was to make an Indie RPG game phone to play and burn some time off..

i would be more then happy to see this happen !

since as Ronan. said, its way to scattered in the subforums to actually find something valuable.

Graybyte - December 17, 2016, 11:49 am

Definitely something I would love to see on this forum.

Disease - December 17, 2016, 12:18 pm

I don't typically express my opinion here on suggestions- but I genuinely think this is a solid idea and would be happy to see if come to fruition.

Random Arab Girl - December 17, 2016, 11:56 pm

I've been trying to get into game development for quite some time now, and i really think this would be a good subforum for those who have a passion and want to learn more from the community.

M?xim - December 18, 2016, 12:01 am

This might actually be good for HF. It could bring a lot of new traffic. I am always skeptical when it comes to new subforums, but this one could do good.

Ronan. - December 19, 2016, 4:19 pm

(Dec 19, 2016 03:49 PM)James! Wrote: [\[CITE\]](#) Anyone else think the wait time for reviewing this suggestion is becoming a joke? It'll have been 3 months on Saturday...

As much as I'd love this to happen, I can understand the need to gauge interest over time.

SIM-1847363 - December 20, 2016, 12:00 pm

(Dec 19, 2016 03:49 PM)James! Wrote: [\[CITE\]](#) Anyone else think the wait time for reviewing this suggestion is becoming a joke? It'll have been 3 months on Saturday...

I would love to see this subforum happen(I don't see why it wouldn't work), but from reading what James has said; I'm worried that It won't happen now....

Ronan. - December 20, 2016, 12:04 pm

(Dec 20, 2016 01:00 PM)Kevin. Wrote: [\[CITE\]](#) I would love to see this subforum happen(I don't see why it wouldn't work), but from reading what James has said; I'm worried that It won't happen now.... I've just updated OP to contain all the supporters in this thread alone.
I think we've got a pretty good base so far, we'll see what happens :)

?????s? - December 20, 2016, 12:05 pm

Guess I'll keep this thread alive for you guys.

I think it's a good idea.

Make me games!!!

severos - December 20, 2016, 12:34 pm

(Dec 20, 2016 01:05 PM)?????s? Wrote: [\[CITE\]](#) Guess I'll keep this thread alive for you guys.

I think it's a good idea.

Make me games!!!

Actually, it's help me making games first, guess it'll be sometime before we get decent games in the section.

mothh - December 21, 2016, 7:48 am

It is funny that you didn't add me to the list of people who support it but w/e.

Ronan. - December 21, 2016, 7:51 am

(Dec 21, 2016 08:48 AM)mothh Wrote: [\[CITE\]](#) It is funny that you didn't add me to the list of people who support it but w/e.

Sorry, there was a lot to go through, I added them pretty quickly, I'll sort that out now :)

Edit: Can't find your post on here, added your above quote

mothh - December 22, 2016, 8:57 am

(Dec 21, 2016 08:51 AM)Ronan. Wrote: [\[CITE\]](#) Sorry, there was a lot to go through, I added them pretty quickly, I'll sort that out now :)

Edit: Can't find your post on here, added your above quote

I haven't posted it yet apparently.

severos - December 22, 2016, 12:29 pm

Is there some requirement or achievement we have to achieve to get this section out there??

SIM-1847363 - December 22, 2016, 12:48 pm

Omni is waiting so he can create the sub-forum on Christmas Day.... like a christmas present to us. (hope)

severos - December 22, 2016, 1:05 pm

(Dec 22, 2016 01:48 PM)Kevin. Wrote: [\[CITE\]](#) Omni is waiting so he can create the sub-forum on Christmas Day.... like a christmas present to us. (hope)

Wait a sec, my BDay happens to be on X-mas, you sure it's not my BDay present??

HFTetramorph - December 23, 2016, 9:59 pm

While I personally think this would be a cool idea (as I have interest in game development)

I know that a majority of posts would probably look like the PHP section, either people just asking for help because they haven't heard of a wonderful website called google or the PHP manual, or just posts where someone is asking for a dev to make something for them- most of the time without pay.

Sadly, there are not enough intellectually equipped people on this forum to populate the section.

severos - January 1, 2017, 11:39 pm

Any news on this suggestion?? it seems Omni forgot to publish the update on x-mas/new year XD

J. McCarthy - January 2, 2017, 6:11 am

Marketing & promo should probably be under seo & internet marketing forum

MightyOne - January 2, 2017, 6:30 am

I support this idea, this is wonderful and a great idea ! It can also be helpfull for many of the members here who would like to start publishing and creatinf games that would help alot!

asero12 - January 2, 2017, 9:08 am

i support this!! Happy new year!!!

P??sonl?af - February 2, 2017, 3:46 pm

Sorry for the small gravedig but I was/am really exited about this subforum.

So showcase myself, to learn and to see other creations.

Since we did not get a 'no' for this subsection.

Any news?

?lixir - February 3, 2017, 6:20 am

I support this idea. If it is still something Omni would consider pursuing.