

Forum:[Hack Forums](#)

Thread: [What Java library/platform to use?](#)

Dessie - October 3, 2016, 6:05 am

Hi people, I am going to make a game as my highschool project. My Java level is decent, but I've actually never made a 2d game with a gui, just made text based. So what I want to ask is what library/platform for java game development do you guys recommend? I've looked into LWJGL and heard that it is one of the easier ones to use. Would love any help because I am kind of lost, I am willing to put a lot of time into understanding the library etc.

Sogomn - October 3, 2016, 6:12 am

LWJGL is not the "easiest". It's basically raw OpenGL / Vulkan / OpenCL / OpenAL bindings. You might want to try LibGDX or Slick2D. It's always better to understand what's going on first, tho. Depending on the project size you can also totally use the standard Java 2D API.

AzCh - October 3, 2016, 10:48 am

I used LibGDX for one of my highschool projects. The year before that, I used the standard Java API, LibGDX is not hard to pick up and you can make a game fairly quickly with it (assuming your level at Java is "decent"). Those are the two I'd recommend, but to be fair, I haven't really worked with anything other than those.

Dessie - October 3, 2016, 12:37 pm

Even though the game I will make isn't totally decided, I will for sure make something simple as I have to put in quite a lot of time to understand the api. I feel LibGDX might be good, I found out that there are a lot of tutorials on it too compared to Slick2d. But Slick2D sounds good too considering the simplicity of my game. Will probably end up with LibGDX considering the tutorials etc. Does it sound good to watch LibGDX tutorials to start off?

DrDoof - October 3, 2016, 2:08 pm

Hello Mr. M. From a fellow C-are to another, I'd recommend LibGDX. Watch their videos and read their getting started guides to begin with. After that it all comes down to trial and error while reading their documentation as with any project. GL amigo.

Dessie - October 4, 2016, 9:56 am

Hya there fellah sounds fair. I'll give LibGDX a go, thanks brah!