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Thread: [New with Unity](#)

Dotexe - November 9, 2016, 2:16 pm

Hello fellas, i'd like to ask because im totally newbie with c# and recently i started with unity because thats the only thing i want to do while im on pc something related with game development, i like c# lot thats why i choose unity instead unreal engine, but the general problem is i dont know from where to start literally. There's lot of sites that has tutorials but if you want to continue you've to pay its not problem for me honestly i just cant get it with credit/debit card. If you can reccomend me good sources(sites) it will be so cool ? .

Zilog80 - November 9, 2016, 3:05 pm

My 2 cents:

Try a "Framework" instead a "Engine"
I recommend you <http://www.monogame.net>

There is a lot info & tutorials about Monogane (MG), and basically all XNA tutos work in MG with out any changes.

I also recommend you to use Nez: <https://github.com/prime31/Nez>
Nez will save you a lot of time "coding Task" you always need to code in every MG Game. Really useful.

Dotexe - November 9, 2016, 3:10 pm

(Nov 9, 2016 04:05 PM)Zilog80 Wrote: [\[CITE\]](#) My 2 cents:

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Thank you for the suggestion sir ?

video_error - November 9, 2016, 4:19 pm

As a C# coder currently working at an indie game studio that uses Unity, I'd highly suggest this: <https://docs.unity3d.com/Manual/ScriptingSection.html> I'm hardly the expert, but I know how to code so I picked up the engine fast. I'd just read every article in there for everything you could want to know. For videos: <https://unity3d.com/learn/tutorials/topics/scripting> I'd suggest watching all of those as well. It may seem like a lot but it will bring you completely up to speed and teach you every thing you could want to know. Btw, don't assume you understand a coding concept in Unity just because you know C#. I'd still suggest watching/reading the most obvious of tutorials due to everything being different. It's not raw C# it's different in many ways. Hope this helped :D