

Forum:[Hack Forums](#)

Thread: [Tic Tac Toe Game I Created In Unity](#)

Mr Impact - November 21, 2016, 6:43 pm

Thought I would share this project that I finished, besides multiplayer ?
I also posted this in the C# section so if double threads aren't aloud I will delete this thread.

Tic Tac Toe 2D

Game made with: Unity Game Engine, C#, Photoshop CS6, Audacity

To do: Finish multiplayer game mode

Screen Shots:

Main Menu

Spoiler [\(Click to View\)](#)

Play Selection Menu

Spoiler [\(Click to View\)](#)

Game Board

Spoiler [\(Click to View\)](#)

Game Board O Wins

Spoiler [\(Click to View\)](#)

Game Credits

Spoiler [\(Click to View\)](#)

Download Below

[\[Uppit\] TicTacToe2D.zip - 16.8 MB](#)

[\[MediaFire\] TicTacToe2D.zip - 16.8 MB](#)

TouchMyMalware - November 21, 2016, 7:15 pm

I'm currently writing a 2D multiplayer platformer type of game.

The server is pretty much complete, it uses IOCP and fully functioning for what's implemented in the client so far.

I'm writing it in Direct2D, I wouldn't have used a game engine for something as simple Tic Tac Toe, honestly.

My issue is I don't know where I want to take the game, or if I want to drop 2D and go to D3D11 instead.

Mr Impact - November 21, 2016, 9:29 pm

(Nov 21, 2016 08:15 PM)TouchMyMalware Wrote: [\[CITE\]](#) I'm currently writing a 2D multiplayer platformer type of game.

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My issue is I don't know where I want to take the game, or if I want to drop 2D and go to D3D11 instead.

Good luck with your game. Why would you limit your game to just Windows? I would suggest SDL2.0 with OpenGL. Unity has great tools. Why not use it? ?

TouchMyMalware - November 23, 2016, 12:22 pm

Big engines like those rely mostly on dragging and dropping, along with scripting languages or C#. I'd rather have full control over my code rather than relying on scripts and high levels of abstraction. As well as their server client model designs, I'm not happy with them, so I'd have to change quite a bit to customize it. If I'm going to spend my time customizing code so often, why not just write my own from scratch?

xenko - November 23, 2016, 1:03 pm

(Nov 23, 2016 01:22 PM)TouchMyMalware Wrote: [\[CITE\]](#) Big engines like those rely mostly on dragging and dropping, along with scripting languages or C#. I'd rather have full control over my code rather than relying on scripts and high levels of abstraction. As well as their server client model designs, I'm not happy with them, so I'd have to change quite a bit to customize it. If I'm going to spend my time customizing code so often, why not just write my own from scratch?

Unity isn't drag and drop though at all. But I guess I understand where you're coming from. It's just that if you're going to really produce your own game for a commercial release, assuming that's what you're doing, it's almost irresponsible at this point to create your own engine provided there's an engine that does what you need and I guarantee Unity does. UNet is trash and its still early in its lifecycle but there are alternatives you can use that are actually pretty good, ie Photon.

Do what you wish though. Keep us updated. I'd love to see what comes of it.

TouchMyMalware - November 23, 2016, 4:08 pm

(Nov 23, 2016 02:03 PM)Geralt Wrote: [\[CITE\]](#) Unity isn't drag and drop though at all. But I guess I understand where you're coming from. It's just that if you're going to really produce your own game for a commercial release, assuming that's what you're doing, it's almost irresponsible at this point to create your own engine provided there's an engine that does what you need and I guarantee Unity does. UNet is trash and its still early in its lifecycle but there are alternatives you can use that are actually pretty good, ie Photon.

Do what you wish though. Keep us updated. I'd love to see what comes of it.

If I used Unity, would I be able to use my own server with the client? I could go and change the code internally as to where it connects and how it reacts, but if all that requires change is a minimal packet structure, then it's not too bad.

xenko - November 23, 2016, 5:01 pm

(Nov 23, 2016 05:08 PM)TouchMyMalware Wrote: [\[CITE\]](#) If I used Unity, would I be able to use my own server with the client? I could go and change the code internally as to where it connects and how it reacts, but if all that requires change is a minimal packet structure, then it's not too bad.

You can use your own server/client model, yes.

TouchMyMalware - November 24, 2016, 8:18 am

I decided to go with Unreal Engine rather than Unity since my game is already in C++, I don't want to have to convert it to C# scripts.

xenko - November 24, 2016, 10:35 am

(Nov 24, 2016 09:18 AM)TouchMyMalware Wrote: [\[CITE\]](#) I decided to go with Unreal Engine rather

than Unity since my game is already in C++, I don't want to have to convert it to C# scrips.

That works. Unreal is a little overkill but whatever works. If you need any help, feel free to PM me. Good luck.

Phosmand - November 24, 2016, 10:36 am

It's cool for first time :D keep it up

Mr Impact - November 24, 2016, 10:57 am

(Nov 24, 2016 11:36 AM)Phosmand Wrote: [\[CITE\]](#) It's cool for first time :D keep it up

Thanks. I'm currently on a new project which is a 2D platformer. Stay tuned!

Ronan. - November 26, 2016, 5:31 am

Looking good ? Did you do any cool logic for the win conditions?

(Nov 24, 2016 09:18 AM)TouchMyMalware Wrote: [\[CITE\]](#) I decided to go with Unreal Engine rather than Unity since my game is already in C++, I don't want to have to convert it to C# scrips.

A note on this.

Even if your code is already in C++, you'll still be using UE's scripting API.

If you don't have a time constraint, go ahead, otherwise I'd suggest Unity.

Zilog80 - November 26, 2016, 6:46 am

I have a question, hope some Unity guru's out there can help me.

Imagine you have a "big level", some questions:

- Unity implements some kind of BSP, Octree or another technique to render "only what you see" with out extra code?

- imagine the same "big level". How you trigger NPC or enemies AI when player is "near" to that NPC/enemy?

Ronan. - November 26, 2016, 8:43 am

(Nov 26, 2016 07:46 AM)Zilog80 Wrote: [\[CITE\]](#) I have a question, hope some Unity guru's out there can help me.

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I've never done this myself in Unity but have done so in SDL.

There's a number of ways you can do it and those methods would depend on the sophistication of your game.

Unsure as to how you'd want to implement octrees are they are typically used for collision detection rather than generation. You should look into splitting your world up into chunks and render them programmatically.

For your NPC query, you'd have what's called a behaviour tree, think of it as a flowchart that awaits state changes, I'll have a look around and see if I can dig up one of my old projects where I made a visualisation of this.

xenko - November 26, 2016, 9:07 am

(Nov 26, 2016 07:46 AM)Zilog80 Wrote: [\[CITE\]](#) I have a question, hope some Unity guru's out there

can help me.

Imagine you have a "big level", some questions:

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1. So.. an LOD?

2. This is just basic AI. Watch any tutorial on "enemy AI" on YouTube and you'll see how to do it. Basic stuff.

FeatureBug - November 26, 2016, 12:53 pm

How have you found developing with Unity? I've never done any game development, but I'm definitely interested in giving it a go!

Mr Impact - November 26, 2016, 1:22 pm

(Nov 26, 2016 01:53 PM)FeatureBug Wrote: [\[CITE\]](#) How have you found developing with Unity? I've never done any game development, but I'm definitely interested in giving it a go!

I found that using Unity is very comfortable for me and with their licenses I can produce any commercial game for free if my game has no copyrighted content and that my game or tool from the asset store revenue stays below \$100k annually which is no problem until a great game/marketing idea comes to mind. Then I would have to upgrade to Plus for \$200k annually, or Pro for unlimited income, etc.. So instead of re-inventing the game engine wheel when we already have professional ones that took years of work to make by intelligent experts in their field, why not use them to speed development time for your game and.. if you really needed to change something with Unity's API you can upgrade your license to Pro/Enterprise and actually contact a salesperson and get their source code to adjust/rewrite what you need to for the game you're developing within Unity. Hope that answered your question. ?

FeatureBug - November 26, 2016, 1:47 pm

Yeah I've seen quite a few game engines are letting developers use the engine for free now and only pay when you start making money from it. Have you been working off of tutorials or just jumped in and used the unity docs?

Mr Impact - November 26, 2016, 2:29 pm

(Nov 26, 2016 02:47 PM)FeatureBug Wrote: [\[CITE\]](#) Yeah I've seen quite a few game engines that are letting developers use the engine for free now and only pay when you start making money from it. Have you been working off of tutorials or just jumped in and used the unity docs?

I've seen some tutorials on Unity's new UI system that came out with version 4.6. You should always have Unity's API documentation open while programming a game/tool with it. I'd suggest learning C# basics first if you have no prior programming experience, then try to develop a simple 2D game like this one.

Zilog80 - November 26, 2016, 2:34 pm

(Nov 26, 2016 02:22 PM)Mr Impact Wrote: [\[CITE\]](#) I found that using Unity is very comfortable for me and with their licenses I can produce any commercial game for free if my game has no copyrighted content and that my game or tool from the asset store revenue stays below \$100k annually which is no problem until a great game/marketing idea comes to mind. Then I would have to upgrade to Plus for \$200k annually, or Pro for unlimited income, etc.. So instead of re-inventing the game engine wheel when we already have professional ones that took years of work to make by intelligent experts in their field, why not use them to speed development time for your game and.. if you really needed to change something with Unity's API you can upgrade your license to Pro/Enterprise and actually contact a salesperson and get their source code to adjust/rewrite what you need to for the

game you're developing within Unity. Hope that answered your question. ?
Very interesting what you say.

I tried several times to use Unity for build something really simple, like pong or tetris clone.
But the lot UI options really confused to me.

I'm more comfortable programming instead clicking a bunch of options in Unity UI. For this reason I also tried Monogame. Maybe I missed something, but I should give another chance to Unity.

Mr Impact - November 26, 2016, 3:06 pm

(Nov 26, 2016 03:34 PM)Zilog80 Wrote: [\[CITE\]](#) I'm more comfortable programming instead clicking a bunch of options in Unity UI.

That's funny because you can program all the UI yourself dynamically with scripting adding buttons, images, text, whatever you want so start programming them if you want. Maybe you spend too much time using the tools and not actually programming using the API that creates those tools. ?

Zilog80 - November 26, 2016, 3:18 pm

(Nov 26, 2016 04:06 PM)Mr Impact Wrote: [\[CITE\]](#) That's funny because you can program all the UI yourself dynamically with scripting adding buttons, images, text, whatever you want so start programming them if you want. Maybe you spend too much time using the tools and not actually programming using the API that creates those tools. ?

As I said, maybe I missed something.

Can you code/debug using VS 2015 instead Monodevelop, right?

Additionally to oficial docs/API, can you recommend a nice resource to learn Unity?

Mr Impact - November 26, 2016, 3:41 pm

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Can you code/debug using VS 2015 instead Monodevelop, right?

Additionally to oficial docs/API, can you recommend a nice resource to learn Unity?

Yes. Navigate to Edit -> Preferences -> External Tools

I would suggest using all the tutorials available at the Unity website at

<https://unity3d.com/learn/tutorials>

Scroll down to Topics and click on one that you want to learn.

Charger - November 27, 2016, 11:09 am

Overall, how do you feel about Unity3d? As in with you being a new developer, how would rate your overall experience using Unity3d?

TouchMyMalware - December 3, 2016, 5:08 pm

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INFECTED]google.com/file/d/0B82jGcbvMh1vbUY2aG1CQ0RILUk/view?usp=drive_web