

Forum:[Hack Forums](#)

Thread: [Making RPG Games](#)

Lexxi. - December 7, 2016, 2:56 am

Hi, i was wondering what would be a better choice of code to learn when it comes to RPG games, ill have the RPG to be a MMORPG onto devices such as tablets, phones, etc..

Which language would be best for RPG games, ive seen a user make a similar game to one using C++

It will be a 2D game,

this game was built off the idea of:

LARGE IMAGE Spoiler ([Click to View](#))

[img]/img]

<https://www.youtube.com/watch?v=eqarAlqMmfs>

[Video: <https://www.youtube.com/watch?v=eqarAlqMmfs>]

OG_Breezy - December 7, 2016, 2:59 am

There used to be a game called Fantasy Online(this shit was awesome). Sadly they closed down their servers. R.i.p. just thought I would give you info b/c u can look up what they used(the game looked similar to the photo you included)

Mr Reddington - December 7, 2016, 3:02 am

I don't know about c++ but would expect it would be a good language to use. But if you wanted to see examples of mmorpg like what you have above there are a couple of open source versions programmed in vb.net.

That's just if you would like to see the concept or expand on it. If you would likes look I can try to find the source code on GitHub for you.

Lexxi. - December 7, 2016, 3:06 am

(Dec 7, 2016 03:59 AM)OG_Breezy Wrote: [\[CITE\]](#) There used to be a game called Fantasy Online(this shit was awesome). Sadly they closed down their servers. R.i.p. just thought I would give you info b/c u can look up what they used(the game looked similar to the photo you included) thanks man, fantasy seems dope, yeah, i used to play a game like it, RPG like i provided in picture, all time dream ever since was to make a similar game like it, which now i have plenty of time dedicating to learn to be able to build one

what i really need overall is;

level editor, for levels, select portion of tile on side, place on level
animation (player action what it does, ex: walk, sit)

How it works, players moving, on levels, wall detection's etc..

i have files of the pic i provided, the old version, which has a level editor made in vb.net and the games files, command terminal for hosting game

i think if i look into these files, how it works, i can learn these and make one (i only know vb.net) i can make one but due to lack of knowledge, not very sure where to begin.

since some rpg are made in vb, might also consider that, was thinking c++ since its kind of known for better results or such (not sure)

Ronan. - December 7, 2016, 8:57 am

It depends what level of sophistication you're going for.

If you're interested in C++ then CoCos2dx is a fantastic engine, not to mention it's open source. The fact that it's multi-platform saves you having to do much native work at all.

Alternatively, Unity (link in my sig) is very easy to set up and has a wealth of example projects / support queries.

Unity isn't great for mobile development without a shit tonne of cutbacks, not to mention the entire 2D framework is adapted from 3D. Again, it all depends on what you're trying to achieve and the scope of your project.

Lexxi. - December 7, 2016, 9:16 am

(Dec 7, 2016 09:57 AM)Ronan. Wrote: [\[CITE\]](#) It depends what level of sophistication you're going for. If you're interested in C++ then CoCos2dx is a fantastic engine, not to mention it's open source. The fact that it's multi-platform saves you having to do much native work at all.

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so overall suggestion is go with c++ and the cocos2dx game engine due to it being multi platform. I was thinking of making it with unity/ java since its more reliant towards android

Dotexe - December 7, 2016, 9:20 am

The game look so awesome honestly, keep it up bruh ;)

Ronan. - December 7, 2016, 9:23 am

(Dec 7, 2016 10:16 AM)Chronicle L33T Wrote: [\[CITE\]](#) so overall suggestion is go with c++ and the cocos2dx game engine due to it being multi platform. I was thinking of making it with unity/ java since its more reliant towards android

I'd advise you to stick with Unity given your experience.

Not only is it easy to pick up, there are a thousands of packages ranging from controller scripts to networking suites, not a luxury you have with CoCos.

Lexxi. - December 7, 2016, 9:25 am

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okay to clear this up bc im now lost, can unity run java or c# and if so which should i use, i find java easier since i have started it and along way once i finish game, will pickup c# due to syntax similarity, i think i can accomplish as i know vb.net and the code logic, just work with tutorials i suppose

/ edit, looking at other post, java isnt supported, so is c#, c++ supported? if so ill stick with c#

Ronan. - December 7, 2016, 9:31 am

(Dec 7, 2016 10:25 AM)Chronicle L33T Wrote: [\[CITE\]](#) okay to clear this up bc im now lost, can unity run java or c# and if so which should i use, i find java easier since i have started it and along way once i finish game, will pickup c# due to syntax similarity, i think i can accomplish as i know vb.net and the code logic, just work with tutorials i suppose

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Unity uses a slightly modified version of C#.
C++ is supported, but I would not reccomend using it.

Check my sig, there's a thread on how you can get started with Unity there :)

Lexxi. - December 8, 2016, 7:12 am

Also wanted to ask, in terms of ios/ android, will i just make the app connect to the server through a link, i know some rpg which run on fb and such are also on apps but the app is like a browser which when it connects to server for devices just shows player controls to move etc.. or will i need to worry about that once project succeeds and gets somewhere?

UPDATE UPDATE:: RPG i have started and made basic, what i actually was meant to be getting at is a MMO/ mmorpg game not a rpg. apologies in advance.

sabur - December 8, 2016, 12:56 pm

The game that mentioned in the video is GraalOnline. As far as I know, it was started as a java / C project back in 1998. Yes, I know that goes a long way back.

PM me if you want old versions of graalonline dating back to '98.

Lexxi. - December 8, 2016, 8:07 pm

(Dec 8, 2016 01:56 PM)sabur Wrote: [\[CITE\]](#) The game that mentioned in the video is GraalOnline. As far as I know, it was started as a java / C project back in 1998. Yes, I know that goes a long way back.

PM me if you want old versions of graalonline dating back to '98.
i have thg first version, (gscript 1) files, level editor, server host/ client etc, thanks though