

# Forum:[Hack Forums](#)

Thread: [Isometric game dev, partner search](#)

**MatiasMunk** - May 5, 2020, 3:54 am

Hi, as the title suggests, I am looking for a partner who wants to team up with me in the quest of developing an isometric RPG.

The engine will be developed with the use of Allegro 5 library and essentially some other libraries, which I have yet to decide.

The game will be a simplistic isometric networked multiplayer game, where one can go hunt creatures, quest, dungeon, etc.

This will not be a typical grind-to-win game, but rather something entirely based on something that isn't grinding, and so the game should be fun :)

What I'm looking for in a partner:

No bullshit

Communication & fun times

Dedication (doesn't have to take up all your time ofc, but be dedicated to what you do, when you do it)

Knows what programming is.

You don't have to be great at programming, but surely it would help.

If you are not too experienced, I am also happy to teach.

So this can be a great opportunity for whomever I find worthy, to learn from someone who knows his way around programming and design patterns.

Write below or PM for more information

Themes? Characters? Titles? Faces? Interactions? Dialogs? Special effects? Particle systems? AI? NPCs? Towns?

I can answer related questions, just contact me via PM or Discord: MatiasMunk#0001

**MatiasMunk** - May 6, 2020, 7:34 am

bump to make sure people see it. Let them have a nice opportunity.

**michalmonday** - May 8, 2020, 4:30 am

(May 5, 2020 03:54 AM)MatiasMunk Wrote: [\[CITE\]](#) This will not be a typical grind-to-win game, but rather something entirely based on something that isn't grinding, and so the game should be fun :)  
Hi, so what is that "something"?

**CanadianBear** - May 9, 2020, 12:32 pm

Want to program in C or C++? For which platform(s)? Do you have previous experience (Asking considering in 2013 you posted about finishing a c++ tutorial and said you wanted to make games, so I guess in 7 years you did make some games, and if so which ones, if not why?)

**MatiasMunk** - May 9, 2020, 3:16 pm

(May 8, 2020 04:30 AM)michalmonday Wrote: [\[CITE\]](#) Hi, so what is that "something"?

This can be anything that isn't based on grind-to-win, this can be discussed if you are interested.

(May 9, 2020 12:32 PM)CanadianBear Wrote: [\[CITE\]](#) Want to program in C or C++? For which platform(s)? Do you have previous experience (Asking considering in 2013 you posted about finishing a c++ tutorial and said you wanted to make games, so I guess in 7 years you did make some games, and if so which ones, if not why?)

C and C++ can be applied.

Cross platform.

I have plenty of previous experience since my last post. However I have not succeeded in any game project, because being solo and achieving a game with studies to also attend to is pretty tough. Although in the past 7 years I have learned a lot about game design and also had my fair share of practical application experiences.

PM me if you are more interested, or hook me up on Discord and I can show you some of my work, or we can discuss more there.

MatiasMunk#0001 (Remember capital M)

**r-marsh94** - June 30, 2020, 4:14 pm

I'm interested! I've got some C++ experience and have glanced at Allegro5, but am more familiar with SDL2.

Trying to improve my coding skills, so I'm willing to learn.