

Forum:[Hack Forums](#)

Thread: [Have you ever considered or tried game development, such as Unity or Unreal Engine?](#)

Envy - November 15, 2021, 10:20 pm

I've been playing games both console and PC ever since I was young, as I would assume most of did. However I have found myself over many years being constantly let down by new releases and the now new meta which is Battle Royale's or being "belittled" to playing such as a short term Indie game because there's just nothing to play, I find most "AAA" releases are rinse and repeat formulas, hardly do you ever come by something unique that survives.

Though I have really no game development experience, I've always been drawn to how beginner friendly game development platforms such as [Unity](#) or [Unreal Engine](#) and have even downloaded them a handful of times over the span of 10+ years just to check them out.

Many years ago it was never in the question considering all content needed to be created in-house, but to date there's lots of free resources within and without each platform that could a game could literally be made. I've thought about it over and over but game development is not only an intense but long term commitment.

Has anyone here every tried any of the programs out or have knowledge of Unity or Unreal Engine?

Interested if we even have any game developers among us, which I'm sure we do.

It's crazy if you look up lists of games that were developed with these platforms, then you understand their power:

[Games made by Unity](#)

[Games made by Unreal Engine](#)

Nate - November 15, 2021, 11:42 pm

The closest thing I ever gotten to game design is recoding some RS private sever

Edge of Nowhere - November 15, 2021, 11:45 pm

If you're planning to make a game alone, you'll need to be a good coder, designer and everything the game needs. Regardless if there's a lot of free resources, it's not an easy task.

Unity is probably best to get start in my opinion, Unreal is great. But takes a lot more to get started. I've made some pretty basic AI and other things with Unity, so know that anyone can do it (Hate C#).

Envy - November 16, 2021, 2:33 am

(Nov 16, 2021 12:42 AM)N?te Wrote: [\[CITE\]](#) The closest thing I ever gotten to game design is recoding some RS private sever

I think same here actually. Other than messing around with some of the programs listed, I ran a few RSPS.

Rionxee - November 16, 2021, 10:10 am

In high school I had taken a class called Game Design as an elective and it turned out to be a pretty interesting class. It was just based on using Unity, I had never heard of it. Most of the class was

based on a loose set of instructions and basic parameters on how to design certain aspects or features of a game. We had a lot of freedom to tweak it to how we wanted which was nice. At the end of the semester we were supposed to have a linear type game with 3 levels and certain checkpoints and goals to achieve to reach the end of each level, it wasn't a very intensive game but it was cool that we were able to be exposed to rudimentary game design at a young age. Now I've seen a lot of games made with Unity and know we weren't using its true potential whatsoever.

After that I got really into Runescape private servers and ended up learning how to more intensively design new features in servers and I worked on a few with some friends in high school and was staff on one in 2015. It was pretty neat to be able to add new things into a RSPS and tool around with the server side aspect of Runescape. I never did anything much with that though, it was mostly hobby based.

Procyon - November 16, 2021, 11:16 pm

A few years ago I did look into C# and Unity. My thought was that I would make the next Flappy Bird and become rich quickly.

I quit after a week.

Tiny ?ick - November 17, 2021, 7:22 am

I've used unity off and on over the years, I would be interested in stuff I could do in the engine I remember when the samsung vr came out and being blown away with making a simple room with objects and looking around. I recently started picking up on it again and want to make a simple game for learning/portfolio interest, I also have my google playstore license from years ago so it would be nice if it got some use.

NavTech - November 17, 2021, 3:05 pm

I've used both Unreal Engine and Unity. Unity is my preferred engine choice. Both are amazing engines with great capabilities. I've been messing around with game dev for probably close to 10 years more as a hobby than anything else. Recently though I have started working on a more long-term project that id like to eventually flesh out into a final product well see between Uni and daily life.

strol - November 17, 2021, 11:25 pm

I've tried a few times both just messing around on my own and trying to follow tutorials and the interface hurts my head too much. Of course if I really put the effort in I feel like I could at least make a clicker game or something lmfao but I wouldn't want to even try atm

Seife?r - November 17, 2021, 11:33 pm

Yes, its my full time job, self employed since 2020, worked professionally 4-5 years in the mobile market before that and made lots of flash games for years before that.

I use Unity however have plans to move to Godot in the future :)

corobe6 - November 25, 2021, 7:33 am

interesting part is when we try to build the games but like playing minecraft.

i feel bad if i saw Unity production , but i very appreciate .studio

Cunt - November 25, 2021, 9:06 am

I studied Game Development for 4 years at a school in holland. We worked exclusively in Unity (which is retarded on it's own).

Made some good connections and it was a lot of fun. But not my cup of tea. Just sat it out for the degree.

-Mr Mesmer - December 17, 2021, 6:02 pm

(Nov 16, 2021 12:42 AM)N?te Wrote: [\[CITE\]](#) The closest thing I ever gotten to game design is recoding some RS private sever

Same here however with a game called Ultima Online through a platform known as RunUO which really only required basic knowledge of c#

However I've recently downloaded Unity and began working on a long-term project I've had in mind for quite some time now. More than willing to join-in on projects of others if anyone needs help. Wouldn't mind a few helping hands this way either.