

Forum:[Hack Forums](#)

Thread: [Unity - Habbo-like Game](#)

Proposed - October 23, 2022, 7:16 pm

I've been thinking of playing around in Unity to make an isometric style game to teach myself Unity. I always enjoyed Habbo when I was younger in its prime. So I figured I'd throw a post and see what people suggest/liked about Habbo Hotel and what they discourage/disliked. Who knows maybe if it turns into something that seems positive I look into building a team and fully develop it. Some of my thoughts are below.

Trading/Purchasable Items/Economy

Casino/Related Games Allowed

Styles/Purchasable Character Customization

VIP Extras

18+?

Less cartoony and a little more realistic.

Public/personal spaces

Social media style game?

Goku - October 24, 2022, 5:04 am

Just implement RTX and be done with it (joke)

pms - October 24, 2022, 5:10 am

Speaking with A TON of experience with habbo. The thing that made me stick to habbo was first of all the graphics, it's simple and everyone can hop on and play and not experience any lag. Another thing was the badges, people love to collect and show off their hard earned badges, same with furniture. Rare furniture was a huge one.

Proposed - October 25, 2022, 4:10 pm

(Oct 24, 2022 05:10 AM)pms Wrote: [\[CITE\]](#) Speaking with A TON of experience with habbo. The thing that made me stick to habbo was first of all the graphics, it's simple and everyone can hop on and play and not experience any lag. Another thing was the badges, people love to collect and show off their hard earned badges, same with furniture. Rare furniture was a huge one.

I've always loved the rare furniture aspect. Having things be limited allows for an economy to actually grow. I did like the idea of a Metaverse style game like that but that might be too difficult for a solo developer.

Nate - October 26, 2022, 10:20 pm

As long as you have the 18+ option your game will be fine.

jaytench - December 14, 2022, 4:57 pm

Did this idea go anywhere? Sounds good. Wish retro servers were still around tbh.

2xTheTap115 - December 15, 2022, 4:21 am

(Oct 23, 2022 07:16 PM)Proposed Wrote: [\[CITE\]](#) I've been thinking of playing around in Unity to make an isometric style game to teach myself Unity. I always enjoyed Habbo when I was younger in its prime. So I figured I'd throw a post and see what people suggest/liked about Habbo Hotel and what they discourage/disliked. Who knows maybe if it turns into something that seems positive I look into building a team and fully develop it. Some of my thoughts are below.

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Interestingly, in concept it looks like a rather extensive project which could use the help of more than one game-dev?

In my opinion, a much better and more affordable choice would be Unreal Engine5 than Unity, but it is only an individual issue without having a significant impact.