

Forum:[Hack Forums](#)

Thread: [2D Game Engine](#)

Klonopin - February 7, 2024, 9:33 am

Currently working on a 2D Game engine in C++ using Simple DirectMedia Layer (SDL)

I am currently doing it just for fun and to learn SDL, but I currently have no direction with where I'm going with this project.

but maybe some sort of Rogue-like dungeon game would be cool.

The Bat animation is a free asset.

Spoiler ([Click to View](#))

The project is public on GitHub if anyone wants to look at it.

If anyone has any questions about how I go about anything feel free to ask!

Hackers - February 19, 2024, 7:10 am

Very cool project and definitely underappreciated on the forum here... Surprised I'm the first to respond.

This looks great & the animation frames are clean / not laggy which is good to see.

Did you end up going further with this?

Klonopin - February 19, 2024, 10:08 am

(Feb 19, 2024 08:10 AM)nodes Wrote: [\[CITE\]](#) Very cool project and definitely underappreciated on the forum here... Surprised I'm the first to respond.

This looks great & the animation frames are clean / not laggy which is good to see.

Did you end up going further with this?

Thanks, man, gosh I would hope it wouldn't lag haha.

I have not gone any further with this, I and a few friends have been working on our own TowerDefense game.

I will post more progress on this game once I get working on it.

KellyMathers - February 20, 2024, 3:50 am

This is pretty cool dude!!

Thanks for the share.

Consider mobile app development for quick cash and monetization. Couple with a marketing team and go ham. I see that it could be beneficial to your endeavours.

Klonopin - February 20, 2024, 8:13 am

(Feb 20, 2024 04:50 AM)KingSlayer00 Wrote: [\[CITE\]](#) This is pretty cool dude!!

Thanks for the share.

Consider mobile app development for quick cash and monetization. Couple with a marketing team and go ham. I see that it could be beneficial to your endeavours.

I've been slowly looking into Mobile development haha, thanks for the tip though probably will look more into it this weekend.

Euaggelistes - February 20, 2024, 8:18 am

That's looking really good! Keep up the good work.

Have you looked into Unreal Engine or Godot at all?

I know the engine's are already there for you, but you could expand your skillset in that direction if you wished.

Klonopin - February 20, 2024, 8:26 am

(Feb 20, 2024 09:18 AM)Euaggelistes Wrote: [\[CITE\]](#) That's looking really good! Keep up the good work.

Have you looked into Unreal Engine or Godot at all?

I know the engine's are already there for you, but you could expand your skillset in that direction if you wished.

Yeah, I dabbled into Unreal and Godot, and the same with Unity. though I like the challenge of writing your game from the ground up.

If I wanted to make a 3D game I would probably go with either Godot or Unreal, I couldn't imagine writing shaders or graphics for 3D games, though I never looked into it so maybe I would enjoy it who knows? I do know that it involves a LOT of math.

Dirty - February 21, 2024, 12:22 am

very cool project. Whats the gtihub link to have a look at the code?

Klonopin - February 21, 2024, 3:57 am

(Feb 21, 2024 01:22 AM)Dirtybox Wrote: [\[CITE\]](#) very cool project. Whats the gtihub link to have a look at the code?

don't mind the code right now, it needs to be cleaned up and organized HEAVILY.

I'm currently not even using classes which I should be. though most of this is just me learning/messing around I do plan on rewriting the whole thing when I get time.

[github repo](#)