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Thread: [What coding language should I use?](#)

Eden - February 19, 2024, 9:12 pm

Hello HF..,

I have dabbled into just about everything but don't know that much about anything when it comes to coding.

I want to make a Text Based Browser Game like: MyProfitLand, MarketGlory, Torn-City, etc.

I know you could make one of these sites with PHP or JS or Python, but which language would be the best to make a mostly Backend (Front End would be the browser sending and receiving data) coding language that could help me learn Text Based Strategy games?

I tried looking on YouTube for tutorials but I don't know how to explain in words what kind of tutorial I am looking for...

Should I learn PHP or JS?

KellyMathers - February 20, 2024, 3:47 am

You hit the nail on the head with PHP. There are so many simple resources to learn from, too. React would also help with srv communication.

siliconvalley - April 3, 2024, 2:14 am

If you're interested in game development, software engineering with Microsoft technologies, or backend web development, then learning C# could be an excellent choice. However, if you have different interests or career aspirations, you may want to explore other programming languages such as Python, JavaScript, or Java.