

[Begin Game Programming ~ For the Beginners or Naive](#)

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Here's few tips from my experience with game programming. Remembers there is no age to start anything, forget game programming, a 12 years can be as good or a bad game programmers as a beginner in his early or late 20s. All you need to have is the desire to do good in game programming, desire to learn and the power to dream.

Lower down your expectation if you really are a beginner with no previous experience of creating graphics in any language, surely you will not be coming up with another DOOM or HALF LIFE version in the coming weeks. I made this mistake of expecting miracles to happen in very few weeks, when I started game programming. And I ended up with few heart burns. But never lose heart because if you remain dedicated you will come up with a game that you will be proud of throughout your life.

This text is based on my own experiences with game programming, and is intended to give an outline to game programming, and to give beginners a road map to follow.

Make a beginning:

This is the first step towards becoming a good game programmers. Now what's a beginning? Learn a good programming language – preferably C,C++ or java. Begin by creating a text based game that takes input from user and presents outputs. Try out the random function to introduce unpredictability in your game, because that's an important factor in any good game.

The First step:

Learn the graphical elements/functions in the programming language you are using. Create static images out of those graphical functions, like create mountains using the lines, triangle, circles, arcs etc. And fill colors in your digital painting. This step will help you to familiarize yourself with the graphical functions, so that you are more comfortable when you are actually programming a game.

Creating Motions and Movements:

What is game without those crashing cars or the explosion of a bomb? So next step is probably to learn to create motion with the object you create. This is the most important step to be learned about game development. Motion can be created by drawing an object on the screen, say a circle, then clear the screen, change the coordinates of the the object, say the center of the circle was earlier at (150,150), now change the coordinates to (200,150). And redraw the circle with this new coordinates, this will give the illusion that the circle has moved along the x-axis. One idea to move the object along the specific path on the screen is to have an array to store the x and y coordinates of the path, and change the coordinates of the object (say the center of our circle) according to this array, drawing, deleting, and redrawing the object each time.

Here I have discussed some of the basic ideas to create motion and should be enough to begin with.

Develop an Idea for you first game:

Now that you know the basics of game programming, come up with an idea of a game to work on. You can decide to create a board game, a strategy game or anything. I suggest, since this is going to be your first game, come with a simpler game that you can create in less than a week. There are reasons for my suggestion, firstly, you sure want to finish your first game and not leave it unfinished, this can happen only if your come up with a simple game at this stage. Secondly, your patience may give way if your very first game takes a hell lot of time.

Is my game good enough?

A good is the one which you feel like playing quite often. If you created a game and you really like it you know you have created a good game.

Post it on the net and let other play your game, and decide.

Future Prospects:

Once you are finished then there are chances that you may not want to dedicate yourself to another game, and think that there are more beautiful things in life to do. If that's the case then, Au revoir!

But if you want to continue creating games, welcome to OUR WORLD.

Enhance your knowledge; read good game programming books and visit game programming sites regularly. Graduate to the next level, learn DIRECTX or OPENGL and create marvels in this world. The gaming industry is growing at an unprecedented speed, there are lots of X-BOXes and PlayStations consoles, everywhere and they need your games.

To end with, do send me your first complete game, for FREE.

Suggested Reference Books:

Good Books on Game Programming:

Learn Computer Game Programming with DirectX 7.0 (Ian Parberry), Game Programming All In One (Bruno Miguel Teixeira de Sousa), Beginning Direct3D Game Programming (Andre LaMothe), Inside DirectX (Microsoft Press), Inside Direct3D (Microsoft Press)

To learn computer graphic: Computer Graphics: Principles and Practice (Foley/van Dam/Feiner/Hughes)

If you liked this tutorial for beginners, please write to me on specific topics and queries. Send you comments to: vishalakhouri@yahoo.com , futureideaz@hotmail.com