goodbye.

Where can I go from here?

Processing

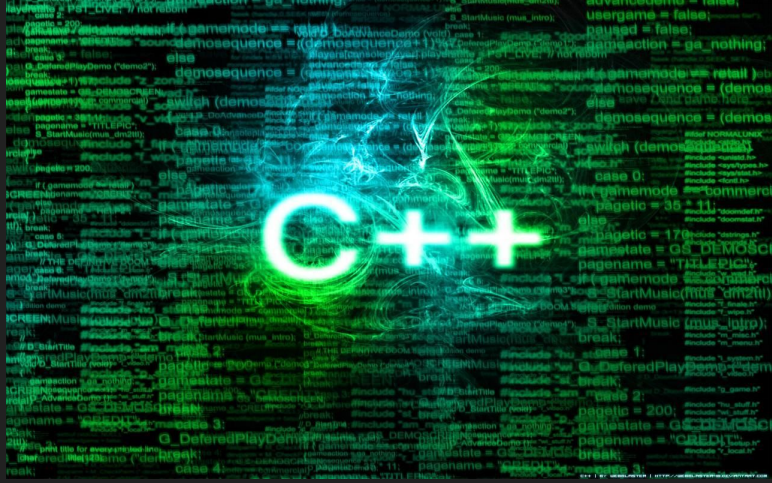
C++

Python

Processing

Prototyping language
Java-like
Powerful (2D, 3D, packages...)
Not really used in the industry, but fun!

C++



Used all over in the undustry

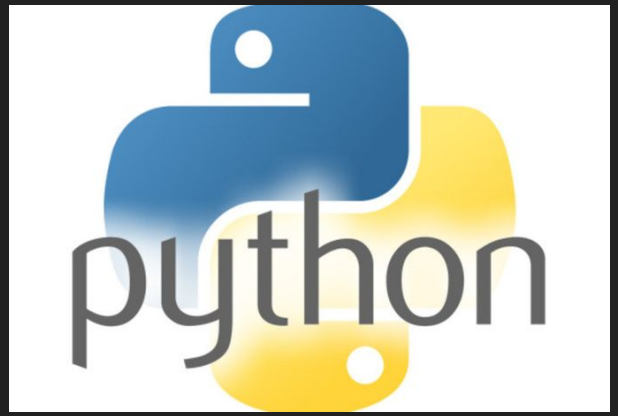
Powerful (more syntax constructs)

Faster if used right

No GC (avoids stuttering :))

Inspiration of Java

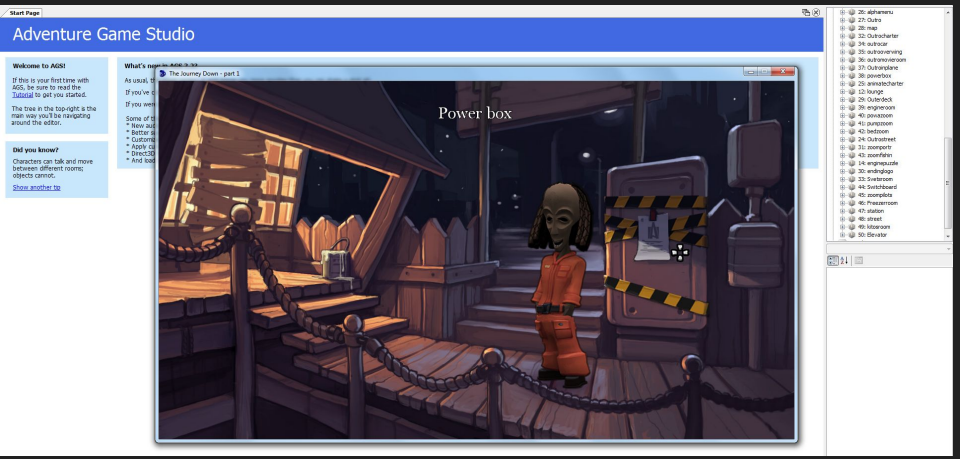
Python



Easy to learn
Very expressive
PyGame makes life easy
Slow :(

Game Engines

Many are designed for 3D
(some support 2D)
e.g. Unity



Some are designed for 2D
e.g. Adventure Game Studio

Excellent game design series: Extra Credits

https://www.youtube.com/user/ExtraCreditz

Free programs you might find useful:

2D - Paint .Net (or GIMP.....), Aseprite (pixel art)

3D - Blender (all purpose) (paid alternative - 3DS Max), Sculptris (sculpting) (paid alternative - ZBrush | Mudbox)

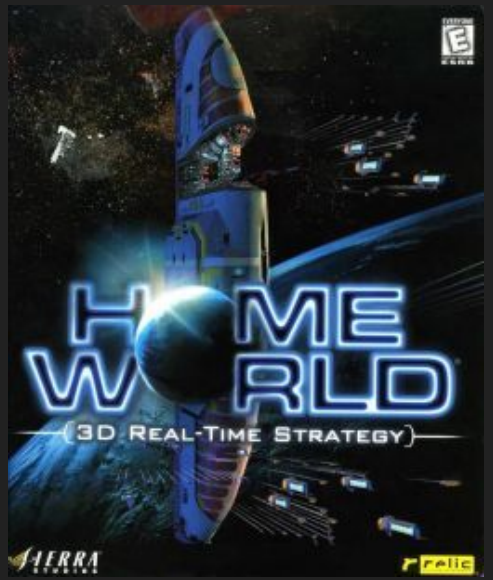
Sound - Audacity

Game tools - Tiled

Examples of great game code

Quake

https://github.com/id-Software/Quake



Homeworld

https://github.com/aheadley/homeworld

Final tips

Don't be afraid to explore!

Don't stick to only one area.

Game development is about having many skills.

Mod!!!

Have fun ^.^

Fin