Project blog

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Reverse Engineering tutorials

Collection of resources

As a fan of video games, I know I’m not the only one who had my own ideas for how to make it better, or for some great feature that wasn’t already inside. The question is not if you can, but how can you do it? There are very few resources online, or if there are, they are difficult to find. Why can’t there be a collection of reverse-engineering documentation? It would be a great help to people wanting to go into a deep and rewarding hobby! All the while, they can see what I am doing in practice and discuss in forums and comment sections. For enthusiasts, they can simply watch, and those who want to get into the hobby can learn and join the fun! It can be a hub of activity for people who want to make games even better!

‘Be careful of copyright, but it sounds like a good idea!’

‘What if you alter a game’s code so much, that you basically make it your own game?’

Me: *It can happen, and it’ s happened before!*

‘A bit niche, but it sounds fun!’