# Overview

Marvin’s Arena is a free and entertaining programming game. The game is designed to easily learn programming in any .NET compatible language. It is suited for new programmers to gain experience with the .NET languages and development tools as well as for experienced programmers to enhance efficient development.

You create a robot and let it fight against one or more opponents in a tournament. The first robot can be written in only a few minutes but complex robots might take some time for perfection. More experienced developers can even create robots working in a team to fight other teams.

The robots can move, scan for opponents and fire bullets and rockets to survive in the battle!

Read more in [[Get\_Started|Getting Started]]

# About

Sebastian Pech is a developer and system manager in a huge international company located in Germany. Currently he is working on a multi-tier architecture project using .NET Framework 3.5 and SQL Server.

Sebastian started programming over a decade ago on a C64 with basic, later with QBasic on MS-DOS and Visual Basic on Windows afterwards he switched over to C and C++. Starting with .NET Framework 1.1 he got into C#. He develops free games with DirectX (starting with DirectX 6) and is now having a deep look into the XNA Framework.

His Projects can be found on his Website ([http://www.spech.de/](http://www.spech.de/" \o "http://www.spech.de/)). Sebastian is active in several (german) development communities as moderator and participant. As time permits he helps on CLR and C# problems on the official MSDN Forum and writes articles and blogs entries.