Subject: 3D game maker
Posted by ADM on Tue, 14 Dec 2004 16:25:24 GMT

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I write games professionally and do some modeling so hopefully I can help. Basically you can mod another game, which limits you drastically or write your own. Either way you're more then likely going to need to code with the source or with some tools that allow this.

There are many engines involved, and believe it or not most new games have 4 or so different engines (sound, visual, etc); that are again based off other libraries and engine structures. The main source code brings all these 'bits' together and allows for advanced parameters and protocols to be made. Thus writing a game from scratch is a very daunting process. Each part of the code needs to be able to communicate seamlessly with one another in order to run smoothly. For a 3D game you will need to utilize the graphical library to be able to utilize the models data successfully (OpenGL, DirectX, etc), and you'll need to have other libraries that can support the rendering facilities if you don't choose to use OpenGL and DirectX.

You can skip some obstacles with such things as collision (which will require X,Y,Z compatiable algorithms) and extensive global variables with hard coding this into the finally executable - but really its much better to separate these into libraries as well.

Sorry if that made no sense, but I'm no good at explaining.