

5-Part 2D UFO game series on gamedev.net

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How to write a 2D UFO game using the Orx Portable Game Engine is a new 5-part tutorial series designed to help beginners set up an Orx project and create a simple 2D game.

http://orx-project.org/wiki/_media/en/guides/ufo/ufo-icon.jpg

It's being hosted by our friends at gamedev.net.

Part one is:

<https://www.gamedev.net/articles/programming/general-and-gameplay-programming/how-to-write-a-2d-ufo-game-using-the-orx-portable-game-engine-part-1-r4853>

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