

# How to write a 2D UFO game

Gamedev.net is hosting a 5-part tutorial series designed to help beginners set up an Orx project and create a simple 2D game.



You can jump to the five parts here:

1. [How to write a 2D UFO game using the Orx Portable Game Engine - Part 1](#)
2. [How to write a 2D UFO game using the Orx Portable Game Engine - Part 2](#)
3. [How to write a 2D UFO game using the Orx Portable Game Engine - Part 3](#)
4. [How to write a 2D UFO game using the Orx Portable Game Engine - Part 4](#)
5. [How to write a 2D UFO game using the Orx Portable Game Engine - Part 5](#)

From:

<https://orx-project.org/wiki/> - **Orx Learning**

Permanent link:

<https://orx-project.org/wiki/en/guides/ufo/main?rev=1597890165>

Last update: **2025/09/30 17:26 (7 months ago)**

