MORE QUESTIONS AND ANSWERS

How many lines of code are in a game?

It's quite variable - but between half a million and perhaps ten million lines would be a reasonable estimate for a typical "AAA" title.

Infographic: How Many Millions of Lines of Code Does It Take?

And interestingly, the code behind machines such as fighter jets, popular video game engines, and even the Large Hadron Collider fall somewhere in between these two extremes. Increasing Complexity. A million lines of code, if printed, would be about 18,000 pages of text. That's 14x the length of War and Peace.

What Can You Build in 600 Lines of Code?

Joseph Cooney reminds us that, in January 2005, 37 signals went live with a product they built in 579 lines of code: You read that right, not 60,000 or 600,000 but instead a commercial project written in less than 600 lines of Ruby code. When I first saw this

How many lines of code does new PC games take?

A modern game is probably 1.5-5 million lines of code, if written in a C-like language. Contrast with a game from the mid-90's at around 3-500,000 of mixed assembly language and higher-level code. Quake shipped with about 310,000 lines of code.

RELATED QUESTIONS

How many lines of code is fortnite?

A modern game is probably 1.5-5 million lines of code, if written in a C-like language.

How many lines of code are in Minecraft?

4,490,488 lines of code, 5,448,668 lines with comments included, spread over 21,367 unique files.

How many lines of code does Twitter have?

As of the end of 2018, it consists of 1.21M lines of code (up from 1.08M in 2017); for a comparison, this is 3x as much code as the Space Shuttle software.







































