Subject: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game
Posted by Dreamcaseal on Fri, 16 Mar 2012 20:33:10 GMT

Hey, guys. I did some major changes to the game the past day. If anyone was attempting to play it you'd know it was completel broken even if you got in the game to play. Originally you would level up your factories and they would take more and more time and resources at higher levels. Now all structures are only built once and give a static amount of resources once you have built up your base. The new interesting feature is now an attacker can completely destroy your base and all your work you put into it. They can destroy your power plant, refinery, warfactory, units, defense structures, etc. I may be adding super weapons like the EMP cannon to disable enemy units if used as well as several other things. Here is a video of it before the major changes listed above. There is stil l tweaking but I doubt and hope I wont have to rebuild the game due to bugs. This is a stable release so far I think. This is better than Tiberium Alliances, lol.

http://www.youtube.com/watch?v=qqQ_1JG0HPk

I'm not promising you'll like it but I think it's cool to at least look at.

http://dreamcaseal.com/ts

beta server^^^