Subject: OT: Try the game I made?
Posted by ADM on Fri, 26 Jan 2007 00:31:55 GMT
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I know you lot enjoy a good old game when bored so I thought you wouldn't mind bug testing the latest game I've developed. It's called Techno Blocks, and it's a strategic/logic game with a twist. Programmed it in C# and it runs on DirectX 9.0c December 2006 Edition.

Download link: http://www.adm-studios.com/download/TechnoBlocksTrial.zip

The website is: http://www.adm-studios.com/

If you find any bugs, tell me however you like, and I hope you enjoy the game!

Thanks guys!

Subject: Re: OT: Try the game I made?
Posted by Dave Anderson on Fri, 26 Jan 2007 00:44:55 GMT
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Downloading.

Subject: Re: OT: Try the game I made?
Posted by AmunRa on Fri, 26 Jan 2007 02:12:49 GMT
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downloads

Subject: Re: OT: Try the game I made?
Posted by Dan on Fri, 26 Jan 2007 21:43:10 GMT
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Nicely made. How long did it take you to create this game? Did you create all the assets yourself too? Good job!

Subject: Re: OT: Try the game I made?
Posted by ADM on Fri, 26 Jan 2007 22:33:59 GMT
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Thanks alot, yep I made everything.

Subject: Re: OT: Try the game I made?
Posted by jnz on Fri, 26 Jan 2007 22:50:06 GMT
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if the user doesn't have direct X it throws an error. when you run it.

Subject: Re: OT: Try the game I made?
Posted by exnyte on Fri, 26 Jan 2007 23:18:54 GMT
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I have played it... looks pretty good. Couple things I have found though.

1) When you click the exit button during a "Match Logic Puzzle", it takes you back to the "Link Logic Stage Menu". And when you click the exit button in a "Link Logic Puzzle", it takes you back to the "Match Logic Stage Menu".

2) Are you sure that the 3rd stage of Link Logic has a solution? I've tried every way I could think of and no matter what I've tried, you must cross paths to link them all. Just curious if it's been tested before? Has anyone else been able to complete the 3rd stage Link Logic puzzle?

Anyways, it's a fun little game, I'm sure the non-trial version puzzles would be much more challenging. And the graphics look very nice, and crisp also. All in all, well done!

Subject: Re: OT: Try the game I made?
Posted by ADM on Fri, 26 Jan 2007 23:21:48 GMT
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gamemodding wrote on Fri, 26 January 2007 17:50if the user doesn't have direct X it throws an error. when you run it.

That's why in the game folder there is version of DirectX the game runs with. I'll have an update that auto-detects this and applies the DX if needed. Thanks majikent, I've fixed the bug and I've corrected other stuff too, Link Puzzle 3 has a solution, want me to show you?

Subject: Re: OT: Try the game I made?
Posted by jnz on Fri, 26 Jan 2007 23:36:14 GMT
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make sure you "try" "catch" everything so you can display your own error. sometimes the errors can get nasty.

Subject: Re: OT: Try the game I made?

Posted by Dave Anderson on Sat, 27 Jan 2007 00:00:06 GMT

You should actually use try-catch blocks scarcely and only in spots you are sure could throw an error because they can be a huge performance factor.

Subject: Re: OT: Try the game I made?
Posted by danpaul88 on Sat, 27 Jan 2007 00:08:52 GMT

majikent wrote on Fri, 26 January 2007 23:182) Are you sure that the 3rd stage of Link Logic has a solution? I've tried every way I could think of and no matter what I've tried, you must cross paths to link them all. Just curious if it's been tested before? Has anyone else been able to complete the 3rd stage Link Logic puzzle?

I completed all 6 stages of all the games Very good looking game, didn't spot any bugs at all, and I am sure it would be quite addictive if we had all the levels

Took me a while to work out some of the link logic ones though.

Subject: Re: OT: Try the game I made?
Posted by jnz on Sat, 27 Jan 2007 01:15:22 GMT

bah, lol. i just put whole functions in a try - catch block now

Subject: Re: OT: Try the game I made?
Posted by Zion on Sat, 27 Jan 2007 01:47:18 GMT

You should never do something like that, it's ineficiant code (and adds to the processing power and file size).

I learnt that from an exeption handeling video tut on the MSDN start page (in visual studio).

Subject: Re: OT: Try the game I made?
Posted by trooprm02 on Sat, 27 Jan 2007 02:03:35 GMT

The only thing I can say is that its quite big file for a puzzle game

Subject: Re: OT: Try the game I made?
Posted by ADM on Sat, 27 Jan 2007 11:07:34 GMT

I'll release smaller versions, just this version contains all the runtime files such as the newest DirectX 9.0c and the .NET 2.0 framework.

Subject: Re: OT: Try the game I made?
Posted by Oblivion165 on Tue, 30 Jan 2007 18:47:01 GMT

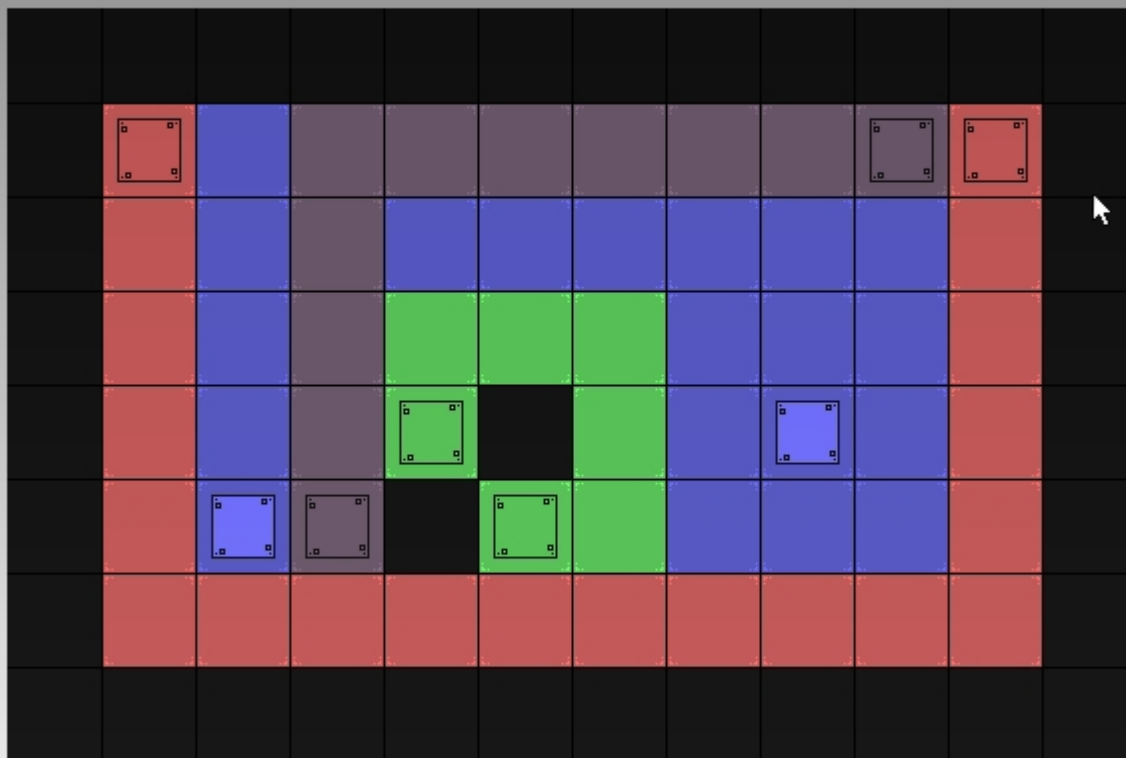Third seems impossible to me. Unless there is something special that isn't mentioned.

Edit: NVM figured it out.

File Attachments
1) Clipboard01.jpg, downloaded 423 times

techno blocks

YOU MUST LINK ALL THE COLOUR PADS TOGETHER WITHOUT OVERLAPPING ANY OTHER LINKS.

PLAYER: OBLIVION   TIME PLAYED: 421   STAGE: 3

CLEAR   EXIT