Subject: Galactic-Nemesis [Game Update]
Posted by Brandon on Sat, 26 Jan 2008 21:50:06 GMT
View Forum Message <> Reply to Message

Galactic-Nemesis is a soon to come sci-fi MMORPG. For more information contact me using one of my contact options in my profile.

We've decided NOT to use Java due to the lack of support and insufficient staff. I'm now calling upon anyone with C++ knowledge to come and join us to build this great game. We're still debating on whether we should use the UT2 game engine or make our own.

We've got an artist already drawing up new species classes and we've got ideas already started on. We're accepting more concept artists as well as people to help us formulate more ideas. We'll need 3D designers and people that can make textures.

If you know C++, FL Studio, 3D designing, texturing/skinning, or just want to help generate ideas then please let me know. All help is appreciated.

Subject: Re: Galactic-Nemesis [Game Update]
Posted by HORQWER on Sun, 27 Jan 2008 00:35:00 GMT
View Forum Message <> Reply to Message

i thought u left

Subject: Re: Galactic-Nemesis [Game Update]
Posted by Brandon on Sun, 27 Jan 2008 23:49:53 GMT
View Forum Message <> Reply to Message

Left Renegade, yes.

Left here, technically, no.

Subject: Re: Galactic-Nemesis [Game Update]
Posted by Brandon on Mon, 28 Jan 2008 18:15:34 GMT
View Forum Message <> Reply to Message

PROJECT CANCELLED!!!

Due to lack of support and funding we're cancelling the project until we can acquire that.

We will however attempt to make 3D movies and strengthen our storyline completely for future game development. Anyone with knowledge of gmax or 3ds max is eligible to join our staff to help us make movies.