

Forum:[Hack Forums](#)

Thread: [\[Game\] OmniCatcher - A game about Omnicoin](#)

Nonon Jakuzure - June 8, 2014, 9:25 am

Well I saw that other thread about the little game that guy's friend was making and since no one can actually play it yet I thought I'd make a little something. Built in Java using some prebuilt game library since it's been a very long time since I tried to make something in Java. Another reason is that I'm going on about 15 hours of no sleep so far and I don't have time for messing around with all that. Also being built in Java means it is cross platform compatible. You can play it on Mac, Windows, Linux.

I call it Omnicatcher basically you have to collect as many coins as you can in your "wallet." No it doesn't give out actual Omnicoins and you're probably a fool if you think such a thing is feasible. It also comes with sound every time you catch a coin.

Possibility of future updates: It is possible. I already have some things in mind that I'd like to do but aren't really 100% yet. Future updates will include an actual menu screen with About, How To Play, etc.

How do I run this?: Download the zip file in the link provided and click the jar file called, omnicatcher-<version> and it will launch the game.

How to play: Use the left and right arrow keys to move your wallet left or right. No up or down controls because I felt that'd be counterproductive since you could just sit at the top of the screen and navigate left and right for coins. This can provide a little bit more of a challenge. You can also use ESC to exit the game.

Screenshots:

Spoiler [\(Click to View\)](#)

Some things I'd like to do:Game Over type objects

Maybe some 64bit music that fits the game, if I can find any.

A proper background image.

Difficulty settings.

Better looking text than the shitty one used.

[Download the game](#)

-

Older version(s):

[v0.01](#)

Github: <https://github.com/SirKenson/Omnicatcher>

Fatboy Slim - June 8, 2014, 11:05 am

Imagine making this a browser based game with actual rewards. That'd be nice as fuck.

Ombra - June 8, 2014, 11:12 am

(Jun 8, 2014 11:05 AM)Fatboy Slim Wrote: [\[CITE\]](#) Imagine making this a browser based game with actual rewards. That'd be nice as fuck.

I would exclude in-game rewards, btw a tournament would be a nice idea ?

Moen - June 8, 2014, 12:29 pm

How can i get this to run? i can see in processes that it starts javaw.exe

Looked after the error. I do not have graphics driver on my VirtualBox.

Spoiler [\(Click to View\)](#)

Robust - June 8, 2014, 12:31 pm

(Jun 8, 2014 12:29 PM)The Moen Wrote: [\[CITE\]](#) How can i get this to run? i can see in processes that it starts javaw.exe

Just double click it or java -jar file.jar

-

For those who can't read Java code, can you provide a virus scan as well? I haven't bothered look through code yet.

SIM-1550131 - June 8, 2014, 12:32 pm

I have 0 experience with coding so I don't know if this would be hard for you or not but you should make it so each one is a different size and they are scattered along the screen and the longer you go, the faster that the coins drop and the more that they vary in size.

anywho, good luck with your project! ?

Ayxi - June 8, 2014, 12:32 pm

You should really team up with a faucet and provide real rewards for this.

Jaatinen - June 8, 2014, 2:46 pm

(Jun 8, 2014 11:05 AM)Fatboy Slim Wrote: [\[CITE\]](#) Imagine making this a browser based game with actual rewards. That'd be nice as fuck.

Exactly what i was thinking! Agreed mate ?

Nonon Jakuzure - June 8, 2014, 3:53 pm

I apologize guys. I uploaded the version without the graphics. I'll update it now. Real rewards for this would not be possible since Java is easily exploitable and easy to decrypt if it is encrypted. Such a thing isn't feasible at my level of coding. Immense security would be needed.

EDIT: A working version should now be uploaded.

Magicmann - June 8, 2014, 4:13 pm

For all those worried about whether a virus is hidden in it, you're all good.

<https://www.virustotal.com/en/file/dabdb39c041a9e6e88e88822f7d9019696897f6f8efdd60b76ad626c4e7086c2d/analysis/>

Nonon Jakuzure - June 8, 2014, 4:24 pm

(Jun 8, 2014 04:13 PM)Magicmann Wrote: [\[CITE\]](#) For all those worried about whether a virus is hidden in it, you're all good.

<https://www.virustotal.com/en/file/dabdb39c041a9e6e88e88822f7d9019696897f6f8efdd60b76ad626c4e7086c2d/analysis/>

I honestly have no reason to put a virus in anything I upload to HF. It would literally be pointless. Also scanning a jar for a virus doesn't really do anything. But if it puts your little hearts to content, so be it.

Abraham Lincoln - June 8, 2014, 5:20 pm

(Jun 8, 2014 04:13 PM)Magicmann Wrote: [\[CITE\]](#) For all those worried about whether a virus is hidden in it, you're all good.

<https://www.virustotal.com/en/file/dabdb39c041a9e6e88e88822f7d9019696897f6f8efdd60b76ad626c4e7086c2d/analysis/>

From what I remember, VirusTotal doesn't find anything in java files, not sure about this though. I highly doubt this is backdoored though I'll take a look through it in a bit anyways.

EDIT: looked through it and it is all clean.

Magicmann - June 8, 2014, 6:12 pm

(Jun 8, 2014 04:24 PM)Nonon Jakuzure Wrote: [\[CITE\]](#) I honestly have no reason to put a virus in anything I upload to HF. It would literally be pointless. Also scanning a jar for a virus doesn't really do anything. But if it puts your little hearts to content, so be it. (Jun 8, 2014 05:20 PM)Abraham Lincoln Wrote: [\[CITE\]](#) From what I remember, VirusTotal doesn't find anything in java files, not sure about this though. I highly doubt this is backdoored though I'll take a look through it in a bit anyways.

EDIT: looked through it and it is all clean.

Ahh. I wasn't aware that it doesn't scan jars. I'm not exactly the best programmer around. (I'm awful. ;-)

Free Mason - June 8, 2014, 11:01 pm

(Jun 8, 2014 11:05 AM)Fatboy Slim Wrote: [\[CITE\]](#) Imagine making this a browser based game with actual rewards. That'd be nice as fuck.

Agreed that would be so awesome, took words right out of my mouth.

Nonon Jakuzure - June 9, 2014, 12:22 am

(Jun 8, 2014 11:01 PM)Free Mason Wrote: [\[CITE\]](#) Agreed that would be so awesome, took words right out of my mouth.

Like I said that is something I'm simply not capable of. The impracticality of it is too large, at least for me. There would need to be serious security measures taken and the game coded in a different language.

Anyways I'm already started on the next version that implements menus and game ending items.

If I can get a bit of feedback what do you guys think would be an item that is a game over type thing? I was thinking something like a little rat icon to stand in for being infected with a RAT and you lose your wallet, therefore game over. Suggestions are appreciated.

420 Blaze It - June 9, 2014, 1:04 am

(Jun 8, 2014 11:05 AM)Fatboy Slim Wrote: [\[CITE\]](#) Imagine making this a browser based game with actual rewards. That'd be nice as fuck.

I agree. Maybe 0.001. Or maybe gambling OMC? Oh god..

zeldonrift - June 9, 2014, 1:21 am

(Jun 9, 2014 12:22 AM)Nonon Jakuzure Wrote: [\[CITE\]](#) Like I said that is something I'm simply not capable of. The impracticality of it is too large, at least for me. There would need to be serious security measures taken and the game coded in a different language.

Anyways I'm already started on the next version that implements menus and game ending items.

If I can get a bit of feedback what do you guys think would be an item that is a game over type thing? I was thinking something like a little rat icon to stand in for being infected with a RAT and you lose your wallet, therefore game over. Suggestions are appreciated.

What about a cartoony bank robber or thief with a mask over the eyes . You can either have it restarting by the robber stealing your wallet or stealing some of your coins until you lose all your coins (like subtracting lives) then restart.

Abraham Lincoln - June 9, 2014, 1:28 am

(Jun 9, 2014 01:04 AM)420 Blaze It Wrote: [\[CITE\]](#) I agree. Maybe 0.001. Or maybe gambling OMC? Oh god..

Gambling or promoting if gambling sites is prohibited on HF. It could be setup though like a faucet where there were ads on the side and you could play every hour or so. The game would have to get more difficult over time though to keep the rewards from getting too high. It could be done, it would just take some work.

Rolls Royce Cars - June 9, 2014, 1:44 am

Looks nice! If you want to do it with rewards you should add some ads so you won't lose tons of money. If anyone is hit by that 'ratcoin' he loses like 0.1 omc and is gameover. And for every coin you get like 0.0001 or 0.001 Omnicoin.

Nonon Jakuzure - June 9, 2014, 1:51 am

(Jun 9, 2014 01:21 AM)zeldonrift Wrote: [\[CITE\]](#) What about a cartoony bank robber or thief with a mask over the eyes . You can either have it restarting by the robber stealing your wallet or stealing some of your coins until you lose all your coins (like subtracting lives) then restart.

I like this robber idea. I think along with the "infection" drops that would be a good set of items to add. Thanks man.

zeldonrift - June 9, 2014, 2:52 am

(Jun 9, 2014 01:51 AM)Nonon Jakuzure Wrote: [\[CITE\]](#) I like this robber idea. I think along with the "infection" drops that would be a good set of items to add. Thanks man.

Heres a little infectious virus i just made. is this what your looking for

[img]<http://i382.photobucket.com/albums/oo263/Zeldonrift/netvirus.png>[/img]

Nonon Jakuzure - June 9, 2014, 3:00 am

(Jun 9, 2014 02:52 AM)zeldonrift Wrote: [\[CITE\]](#) Heres a little infectious virus i just made. is this what your looking for

[img]<http://i382.photobucket.com/albums/oo263/Zeldonrift/netvirus.png>[/img]

I'll consider it. I haven't really gone through many images yet so I'll have to see.

Update: Just pushed a new version of the game. Added the menus and changed something with

the font. I pretty much revamped the entire source except for the game screen itself, which required very little modification.

Vaxorr - *June 9, 2014, 10:38 am*

Nice to see people making such projects, I will download this soon good job .