

Forum:[Hack Forums](#)

Thread: [Omega Online \[2D Tile MMORPG\] - Daily updates! Follow the build!](#)

OneHalf - January 4, 2018, 10:27 pm

Alright everyone - this will be my first official release - and beta will be to HF users. I have started development tonight. I took 3 years of Java in school - and I fell out of practice. To get back in - I've been doing much reading and studying again - and I've decided to get back into game design! I LOVE 2D MMORPG's. They're probably one of my favorite genres of video games. From RoTMG to Rucoy on the phone - I play often.

The problem with these games are the developers aren't interested in keeping up with there game. I understand everyone has a life - but these games have huge potential - so tonight I outlined my own and have started coding it. This thread will be the development thread / progress thread for the game! I've just posted in the GFX section looking for an artist to join the team. As development moves forward I am sure I will need other coders to help me - so keep your eye out! I plan on putting a lot of time and effort into this game - and trying to start a team for our own game development site (This is far down the road but I just want to share with everyone my thoughts for this!).

Currently: program "Omega Online" - 1/5/18 @ 1:00 AM has been started! Here is just a quick GIF I threw together of just some simple framework for the game. I will keep you all updated. I'm hoping to get at least one update out / daily. Obviously finding a GFX artist will help me immensely move forward as I currently don't have any graphics for the game. Well here is the skeleton of the game that I put together - I hope for everyone to follow my work and that together we as a community can make this game a huge success!

Spoiler ([Click to View](#))

1/5/18 @ 12:00 PM - I have yet to get a GFX artist so I have started working on the server/client end of things! Here is an update of me setting the framework for it and giving it a test run! Eureka! We have take off!

Spoiler ([Click to View](#))

1/5/2018 @ 1:00 PM - Took some time to make the sprites for the main characters - warrior / archer / mage! Take a look!

Spoiler ([Click to View](#))

DeminshedK - January 4, 2018, 10:31 pm

Good luck man! As for the gfx designers I might be interested. They will be payed correct?

OneHalf - January 4, 2018, 10:32 pm

(Jan 4, 2018 11:31 PM)DeminshedK Wrote: [\[CITE\]](#) Good luck man! As for the gfx designers I might

be interested. They will be payed correct?

Upfront the GFX designer will not be paid - once the game is completed I have a few places I'm going to launch the game (sites) and I am going to fix it up for Android as well - and it will bring in money - and the GFX designer at that point will be paid.

DeminishedK - January 4, 2018, 10:33 pm

(Jan 4, 2018 11:32 PM)OneHalf Wrote: [\[CITE\]](#) Upfront the GFX designer will not be paid - once the game is completed I have a few places I'm going to launch the game (sites) and I am going to fix it up for Android as well - and it will bring in money - and the GFX designer at that point will be paid.

Good luck finding designers that way. No one is going to work their ass off and expect to get payed off what YOU think the game is going to make. Thats retarded. How do you know that the game will make money in the first place? What if I were to work on your game and once you release it, it doesn't pull in any money?

OneHalf - January 4, 2018, 10:35 pm

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Well then consider it a fun project. No reason to get so angry lil fella. If someone doesn't want to do it for free until the game becomes profitable - then I have no problem taking time to learn how to be better at GFX design :) Just another asset to add to my tool belt.

DeminishedK - January 4, 2018, 10:37 pm

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I'm not angry at all. I'm just telling you how it is. Learning graphic design will help you in the long run anyway, as you will be able to create more games on your own instead of depending on other people to get the work that you need done. GL on the project lil fella

OneHalf - January 4, 2018, 10:38 pm

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Thanks buddy have a great night I am going to get some sleep!

weld - January 5, 2018, 8:29 am

I really like your idea, and I think the user above is wrong. I dont think for a section that you can't find a GFX guy to do some work for free. It's a great project which I'm sure plenty of developers would love to be apart of!

Keep it up man, I believe!!

Also I never played a 2D MMO, but I checked the games you mentioned, and they look fun as hell.

OneHalf - January 5, 2018, 8:44 am

(Jan 5, 2018 09:29 AM)weld Wrote: [\[CITE\]](#) I really like your idea, and I think the user above is wrong. I dont think for a section that you can't find a GFX guy to do some work for free. It's a great project which I'm sure plenty of developers would love to be apart of!

Keep it up man, I believe!!

Also I never played a 2D MMO, but I checked the games you mentioned, and they look fun as hell. 2D MMO's are so much fun to me! And thanks man I believe I'll find someone to do some free GFX work to because I believe this project has lots of potential! If you look at the already existing 2D MMO's (The bigger ones) such as RoTMG - they have good income - they incorporated a sales system for diamonds for premium items - and advertising - and people will always pay 2 win lol! But thank you for the support ! :)

Updated! while waiting for a GFX artist I've began working on the server/client!

Tenno - January 6, 2018, 4:14 am

Interesting thread, I'll be following! GL

OneHalf - January 6, 2018, 6:01 am

(Jan 6, 2018 05:14 AM)Tenno Wrote: [\[CITE\]](#) Interesting thread, I'll be following! GLThanks man! Production may be a little slower then expected I've actually started working on a new RSPS with a team that's coming out soon.

Wdestructor - January 6, 2018, 8:44 pm

I don't know how to make gfx, but i will be following (:

weld - January 7, 2018, 12:48 pm

I love the little characters man, Looks fantastic!

OneHalf - January 7, 2018, 2:31 pm

(Jan 7, 2018 01:48 PM)weld Wrote: [\[CITE\]](#) I love the little characters man, Looks fantastic! Thanks! I'm actually starting from scratch - not that I was to far in. I want to use a few different methods / implementations and instead of rewriting I'll just redo the ground work so everything flows nicely.

Kronk1337 - January 8, 2018, 3:37 am

Epic! Will follow you man :) Best of luck!

BaldCunt - January 10, 2018, 12:51 am

Currently learning Java.

Looking forward to your updates

clrlslwi - January 15, 2018, 8:33 am

ay where's the progress mate

Ashlanfox - January 16, 2018, 1:14 pm

Consider using Java NIO lib, that will be a good starting point (feel free to PM me if needed).

gigajew - January 18, 2018, 9:24 am

Upload the game source to GitHub so that everyone can contribute. Host a compressed archive with cache on a webserver somewhere for graphics.

Zimton - January 20, 2018, 1:25 pm

Looking forward to seeing some more progress. I always liked the idea of 2d mmorpgs.

Get Hit - February 1, 2018, 1:56 pm

Looking good so far mate :) I have got to say that 2D MMORPG's are my favourite type of game too

;) would love to have a go on this game when you have finished it ?

CAFEEFAC - *February 2, 2018, 2:36 pm*

Awesome sprites you have made for the game. I really want to learn how to design my own game sprites.

Also, someone here suggested that you upload the code to Github so everyone can contribute. I think that's a great idea.

Good luck!