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Thread: [Review my browser text-based strategy game](#)

UsedToKnife - April 20, 2019, 12:48 pm

Hey guys,

I've been working on a browser real-time strategy game with a war theme and I was wondering if anyone would like to review my site.

The feedback I'm looking for is mainly for the looks and feel of the site, not necessarily of the game itself. But if you wanna try the game out and give me feedback on that too, I would appreciate it :)

Website: www.base-war.com

HATE - June 5, 2019, 12:49 pm

I actually love text-based games like this. Did you ever play Torn City? I used to spend a lot of time on games like that, good luck with this one it looks great. Would prefer a crime game personally though.

Bacardi Cola Lime - June 7, 2019, 2:01 am

Imho the design lacks some fanciness. Something that catches the eye when you get to the page. I noticed that when you scroll down on the main page, it's a bit glitchy. I registered and I noticed that the menu on the left side of the screen responds slowly. Scrolling up and down is glitchy on other pages as well. As for the game, I like how simple it is and that you are given enough materials for a head start. I noticed that there are already 3-4 really strong players but of course I don't yet know the speed of progression. I would like to see a more interactive way of going "war". A simple redesign of the map page would do the thing for me.

Ganja - June 7, 2019, 9:42 am

Cool project, turns out I'm pretty good at your game: <https://imgur.com/a/HFkhX2e>

Without the jokes: I found some security flaws mate, will PM them to you!

savaged. - June 7, 2019, 11:27 am

pretty fun tbh playing it now

Bacardi Cola Lime - June 8, 2019, 5:47 am

The website was down for some time yesterday. It didn't let me play or do anything. Today it's fixed. I'm gonna keep playing it and hopefully see more people join.

UsedToKnife - June 8, 2019, 8:10 am

(Jun 7, 2019 09:42 AM)El Pusstolero Wrote: [\[CITE\]](#) Cool project, turns out I'm pretty good at your game: <https://imgur.com/a/HFkhX2e>

Without the jokes: I found some security flaws mate, will PM them to you! Thanks for the PM, I'll be fixing these bugs when I've got some free time.

(Jun 7, 2019 11:27 AM)savaged. Wrote: [\[CITE\]](#) pretty fun tbh playing it now Glad you like it, I still have a ton of stuff I want to implement in the future to make it more fun and rewarding to play.

(Jun 8, 2019 05:47 AM)mentoles Wrote: [\[CITE\]](#) The website was down for some time yesterday. It didn't let me play or do anything. Today it's fixed. I'm gonna keep playing it and hopefully see more people join. Yeah someone broke it ;P That bug is fixed now tho. As mentioned above I'm planning on implementing a lot more when I have the time to continue working on this project. I'm planning on making clans/friends list, and the ability to attack other players together with your friends. As well as some kind of achievement reward system that let's you earn more resources when you progress further in the game. I won't be doing much on advertising the game until these things are actually implemented, so it'll probably be a small player group for now :P But thanks for playing and for the feedback in your earlier post!

c00lkid66 - June 13, 2019, 5:16 pm

Nice site dude! It does lack a bit graphically, but it gives it a simplistic strategy based look which I like. The gameplay is all that matters design is secondary.