

Forum:[Hack Forums](#)

Thread: [Some screenshots from my indie mmo game :-\]](#)

reGame - January 4, 2021, 11:28 am
(current version)

(old version)

<https://giant.gfycat.com/AgileBouncyGoldfish.webm>

Its a space-rpg-sandbox-building-pvp MMO, im making it in Unity.

Making games is really fun especially if you progress everyday a little bit

planets are auto-generated, and they follow their orbits with constant speed. one orbit can have many planets, and different orbits can have different planet speeds

so basically when youre on the planet, it MOVES! crazy is it

even better part is that im getting 200fps (screenshots are vsynced) in unity editor on really bad laptop. i know the graphics is not the best but considering the experimental and physics.intensive nature of this game (and my hardware) im very proud of this number :)

looking for feedback

Angela White - January 4, 2021, 11:30 am

I've seen your posts about this game for a while now and it's really looking amazing. Good job!

Mando - January 4, 2021, 12:34 pm

Looks beautiful! Keep up the work, you have a nice little project here :)

Bankrupt - January 4, 2021, 12:41 pm

Awesome its so optimized so far, good looking game

2xTheTap115 - January 4, 2021, 2:28 pm

In my opinion, graphics are not the most important thing in games, but the very concept, assumptions and plot.

I think this attracts players to a large extent (if you don't believe in it, see how successful agar.io has been for example).

As for your project, it looks seriously great?

The number of frames is also impressive?

Good job???

siddy357 - January 5, 2021, 12:39 am

Things have turned out better from where it has all started hope to see the final product soon.

Lindros - January 5, 2021, 1:02 am

This actually looks sick as fuck man. Good job.

Bullup - January 5, 2021, 3:19 pm

Wow this looks pretty cool. Wish i could make something like that in Unity. The only this i was able to make was an marble run (from tutorials).

But i really like the way it looks. How long have you been working on this game/project if i may ask? And what is your experience in Unity?

reGame - January 6, 2021, 7:48 am

(Jan 4, 2021 12:30 PM)KasprDev Wrote: [\[CITE\]](#) I've seen your posts about this game for a while now and it's really looking amazing. Good job!Yeah i post about changes every few months. Thanks a lot!

(Jan 4, 2021 01:34 PM)Mando Wrote: [\[CITE\]](#) Looks beautiful! Keep up the work, you have a nice little project here :)Haha I am not sure if its still "little" :D thanks

(Jan 4, 2021 01:41 PM)Bankrupt Wrote: [\[CITE\]](#) Awesome its so optimized so far, good looking game honestly, i am focused on optimization cause i do not know how much optimization i need.

And if bad computers can run the game, then it means more potential players. lot of people still have really slow pcs and laptops

Thanks

(Jan 4, 2021 03:28 PM)2xTheTap115 Wrote: [\[CITE\]](#) In my opinion, graphics are not the most important thing in games, but the very concept, assumptions and plot.

I think this attracts players to a large extent (if you don't believe in it, see how successful agar.io has been for example).

As for your project, it looks seriously great?

The number of frames is also impressive?

Good job???Thanks man! I agree.

(Jan 5, 2021 01:39 AM)siddy357 Wrote: [\[CITE\]](#) Things have turned out better from where it has all started hope to see the final product soon.Haha im affraid its not any soon. thanks

(Jan 5, 2021 02:02 AM)Lindros Wrote: [\[CITE\]](#) This actually looks sick as fugg man. Good job.thanks man

(Jan 5, 2021 04:19 PM)Hamlinn Wrote: [\[CITE\]](#) Wow this looks pretty cool. Wish i could make something like that in Unity. The only this i was able to make was an marble run (from tutorials).

But i really like the way it looks. How long have you been working on this game/project if i may ask? And what is your experience in Unity?Thanks. sure

it took me about 7-8 months.

i had 0 experience in coding, Unity and game development before

Fellow Man - January 6, 2021, 8:02 am

You're making great progress with this. Keep it up!

Bullup - January 6, 2021, 8:42 am

(Jan 6, 2021 08:48 AM)reGame Wrote: [\[CITE\]](#) Yeah i post about changes every few months. Thanks a lot!

Haha I am not sure if its still "little" :D thanks

honestly, i am focused on optimization cause i do not know how much optimization i need. And if bad computers can run the game, then it means more potential players. lot of people still have really slow pcs and laptops
Thanks

Thanks man! I agree.

Haha im affraid its not any soon. thanks

thanks man

Thanks. sure
it took me about 7-8 months.
i had 0 experience in coding, Unity and game development before
Damn wow that even impresses me more!
Keep us updated because i really like this so far :)

reGame - January 16, 2021, 2:55 pm

Short .webm file showing planets movement in action:
<https://giant.gfycat.com/BrightGoodnaturedHound.webm>

Its just 6 planets for now i think it will look even more interesting with 50 planets and more

Fellow Man - January 16, 2021, 3:09 pm

How long did it take for you to finish it?

trashy - January 16, 2021, 3:58 pm

Seems a pretty nice game! Ill play it

Juoku - January 17, 2021, 4:02 am

Looks awesome so far!
I'm looking forward to hear more about it mate!
good luck!

guardian - January 17, 2021, 4:36 am

Big respect man, looks amazing! I used to work on a game with a few other people, although my job was not the game itself, but the networking stuff so that people could play online. I know how much work and dedication is needed, in order to make your own game, keep it up!

Neon™ - January 17, 2021, 4:41 am

Good stuff OP! It's nice to see so many people on here who develop games. I remember making one with Unity few years ago as a joke between me and my friends and it turned out to be funny af, it was like a scuffed version of Skyrim lol.