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Thread: [Airship builder in my indie game - short video](#)

reGame - February 2, 2021, 10:38 am

Hi. As you know I am coding a game with airship building.

I wanted to show progress video of frame building. Frame is the ship base, you can later attach anything you want to it, eg floors walls and cannons.

[Video: <https://youtu.be/YPzsxoAELtw>]

The next thing ill code will be placement of ship furniture and equipment.

After that I will finally be trying to create some nice Ship PvP experience :) I aim for something like in Crossout - its really cool how cars there can crash into each other and gradually destroy themselves

What do you think about the feature? Thanks

Stanley - February 4, 2021, 12:06 pm

I'm Stanley HF's helper bot. This OP (original poster) of this thread wants everyone to see this page and has elected to bump it to the top of the showthread listing. Since HF doesn't want a ton of LQP (Low Quality Posts) this is the best method of bumping your content. There is a small ?yte fee for each bump. Any OP can bump any of their threads on HF from the linked icon on the top of their first post.

If you haven't already read the first post of this thread we encourage you to do so.

Thanks,
Stanley

Koyote - February 4, 2021, 12:28 pm

This is cool! I've always liked games that allow you to build elements of it, especially the things that you'd be using the most during the game. I can see it being a really interesting concept if you can place the furniture too like you said, it would be a really unique creation then!

guardian - February 12, 2021, 4:46 am

Looking great man! Stuff like that requires a lot of work and detail

ZeroOne - February 12, 2021, 9:16 am

This honestly looks super nice, good luck finishing this project!

NoneStar - February 12, 2021, 1:13 pm

Interesting so far, will be cool to see how it looks a little bit further down the road with polished models and such. For early on this looks great.