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Subject: Galactic-Nemesis [Game Update]

Posted by [Brandon](#) on Sat, 26 Jan 2008 21:50:06 GMT

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Galactic-Nemesis is a soon to come sci-fi MMORPG. For more information contact me using one of my contact options in my profile.

We've decided NOT to use Java due to the lack of support and insufficient staff. I'm now calling upon anyone with C++ knowledge to come and join us to build this great game. We're still debating on whether we should use the UT2 game engine or make our own.

We've got an artist already drawing up new species classes and we've got ideas already started on. We're accepting more concept artists as well as people to help us formulate more ideas. We'll need 3D designers and people that can make textures.

If you know C++, FL Studio, 3D designing, texturing/skinning, or just want to help generate ideas then please let me know. All help is appreciated.

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