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Subject: Re: Design of a new, free renegade-like game  
Posted by [macimania](#) on Mon, 09 Aug 2010 10:03:42 GMT  
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For all I know, we might be biting off a piece that is bigger than we can chew -- but we're going to do our best. Don't expect a game to be created overnight.

My own experience in programming lies primarily in writing math and physics simulations. I've started reading up a little more on mesh optimization and generation (there is a lot to know), and I've been pondering means of producing more efficient and realistic looking textures while using a minimal amount of computational resources. Math is my strength here.

My close friend has been programming for years, and has experience with several languages. His experience is fairly diverse, and has worked the past couple summers as a programmer in one of the departments at the University we attend.

There are also another couple individuals with experience in C++ who I know through my brother.

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