Lone0001 wrote on Tue, 25 January 2011 17:51Should make a real Renegade mode based on this tbh, that would be interesting.

Hmm, a 3d frogger? Probably already been done, but I guess it might be interesting for renegade.

halo2pac wrote on Tue, 25 January 2011 21:30Excellent job Reborn

Lone0001 wrote on Tue, 25 January 2011 17:51Should make a real Renegade mode based on this tbh, that would be interesting.

Well I sort of have something like that:
http://www.youtube.com/watch?v=vB69yEYuoiQ

Thanks man, I am pretty pleased with it.

Altzan wrote on Tue, 25 January 2011 22:12I got some skins and bloom made for this game, but I'M NOT SHARING LOLZ

Whatever bloom you have, it needs MOAR!

YazooGang wrote on Wed, 26 January 2011 17:42This is cool. If you'll be kind enough to release the source code, we could make mods for it

I wont be releasing the source code as the engine is quite precious to me and my longer term plans. Sorry.

I have made an update and posted it on the downloads page of mys ite, here:
http://spencerelliott.co.uk/downloads.html

It makes the game have a bit more depth to it. Basically it gets harder as you progress, and there is a bit more content now with floating death skulls that spawn and bounce around.
I also now draw the score on screen through out the game, as pointed out by SaberHawk "Poeple like numbers". There are more starting lives too.

I understand that the game is very limited and most people will not be interested, but for my personal development this has been rewarding.