Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by Aircraftkiller on Sat, 29 Jun 2013 16:23:25 GMT
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DutchNeon wrote on Sat, 29 June 2013 06:54UDK is pretty flexible, apart from random crashes at times. Had to create a game with my class over the last half year. Own assets and stuff ofc.

I forgot to quote that part in my reply. This is the game prototype I made with UDK for a year, from 2010 to 2011. I ended up winning first place in my college's media showcase with the trailer for it. I can make better stuff when I'm not rushed and doing the entire project by myself, but I'm happy with how it turned out.