

Written by Administrator

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Good news and bad news.

The bad news is I'm giving up on Chicken Fighters 2012. I worked on it a little today and realized the code is a huge mess, theres so much more work to do, and I rather be working on something new. This game started 6 years ago, its outdated, and I've learned better programming. So I uploaded the final version I will be working on which contains mostly fixes.

The good news is that I'm releasing the source code. So if anybody else wants to finish it go ahead.

More good news, I'm free to work on something else. When I figured it out I'll make an announcement. I know for sure I will be using C# rather than VB. I may use Microsoft Game Studio, which allows XBox and phone games, but no promises, we'll see.