Subject: New MMORPG Recruiting.
Posted by hitmike on Sun, 27 Mar 2005 18:26:16 GMT
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hi i am new to these forums , and i am wondering if anyone wants to join in making our mmorpg.
ive played alot of mmorpgs and i have a rough idea on a plan for a mmorpg. so i need
moddelers/mappers/programmers etc you know.if your interested contact me at
st_united@msn.com or chaosreigninfo@aol.com thank you

-hitmike-

Subject: New MMORPG Recruiting.
Posted by Dave Mason on Sun, 27 Mar 2005 18:28:16 GMT
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Details?

Do you have any experience?

Subject: New MMORPG Recruiting.
Posted by Jaspah on Sun, 27 Mar 2005 19:10:11 GMT
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LOL, a MMORPG? You have to be kidding me... do you know how long it takes to make those?
Plus how much servers are going to cost that can fit that many people?

Subject: New MMORPG Recruiting.
Posted by TankClash on Sun, 27 Mar 2005 19:11:21 GMT
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What? You're making one from scratch, including the engine...? Or is this something for C&C
Renegade... Maybe you should make a website to better detail what you're trying to do...

Subject: New MMORPG Recruiting.
Posted by hitmike on Sun, 27 Mar 2005 21:14:26 GMT
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it going to be a fantasy.and mmorpg takes around 1 year and half with roughly 10 men team
working 3 days a week.im aiming at 20 people +.i have played enough mmorpgs to know a story
and i will come up with a plan of the game soon. if you have questions add me i posted the
address above.

Subject: New MMORPG Recruiting.
Posted by glyde51 on Sun, 27 Mar 2005 22:00:14 GMT
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Hi hi, you probably couldn't code your way through a box.

kthx.

Subject: New MMORPG Recruiting.
Posted by Dave Mason on Sun, 27 Mar 2005 23:44:41 GMT
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slaps Glyde

No need for that.

Subject: New MMORPG Recruiting.
Posted by C4miner on Mon, 28 Mar 2005 00:19:09 GMT
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I'll help.

I can model the characters with my vast knowledge of Paint.

Subject: New MMORPG Recruiting.
Posted by prox on Mon, 28 Mar 2005 00:29:15 GMT
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I'm with C4miner on this one. Here's a sample of my work. Nonstop hours of hard paint modeling:

Subject: New MMORPG Recruiting.
Posted by Jzinsky on Mon, 28 Mar 2005 02:37:16 GMT
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Lol

Wtf is a mmmorpg?

Subject: New MMORPG Recruiting.
Posted by IRON FART on Mon, 28 Mar 2005 02:40:24 GMT
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Massively Multiplayer Online Role Playing Game.

It's an RPG where you can interact with hundreds and thousands of players.
Ever heard of Everquest or World of Warcraft?

Subject: New MMORPG Recruiting.
Posted by Jzinsky on Mon, 28 Mar 2005 02:52:53 GMT
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Wow, thousands? On renegade? You really have got some big bandwidth

Subject: New MMORPG Recruiting.
Posted by Crimson on Mon, 28 Mar 2005 05:19:19 GMT
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Matrix Online pwns j00.

Subject: New MMORPG Recruiting.
Posted by hunteroo2 on Mon, 28 Mar 2005 05:57:45 GMT
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no runescape ownz j00!!!!!!!!!!!!1111111111111111111oneoneone

Subject: New MMORPG Recruiting.
Posted by Jaspah on Mon, 28 Mar 2005 14:23:38 GMT
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Runescape?

Runescape!?

Runescape sucks, ffs.

Subject: New MMORPG Recruiting.
Posted by SuperMidget on Mon, 28 Mar 2005 15:21:37 GMT
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I think he might means something like "kingdom of loathing".

Subject: New MMORPG Recruiting.
Posted by by_ruddles on Mon, 28 Mar 2005 16:28:31 GMT
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CrimsonMatrix Online pwns j00.

Lies. LIES I TELL THEE. EQ2 all the way (well, 90% of the way. If it wasn't owned by sony then it would be 100%. They wouldn't know customer service if it beat the round the face with their own sexual organs).

Subject: New MMORPG Recruiting.
Posted by prox on Mon, 28 Mar 2005 19:58:36 GMT
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World of Warcraft > *

Subject: New MMORPG Recruiting.
Posted by hitmike on Mon, 28 Mar 2005 21:16:53 GMT
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so is anyone in instead of debating over mmorpgs

Subject: New MMORPG Recruiting.
Posted by SickOptometrist on Mon, 28 Mar 2005 21:46:22 GMT
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hitmike- If you are really serious about this, then kudos to you & best of luck. If you are looking for quality help then you need a public relations person to handle recruitment for you & 'sell' your idea. Sayin' "hey I'm makin' a MMOPG - wanna help?" is not going to do it. It's gonna take money to make money - if that's your ultimate intention. If it's merely a hobby/ learning experience, then awesome idea & again good luck.

Subject: New MMORPG Recruiting.
Posted by Blazer on Tue, 29 Mar 2005 03:45:26 GMT
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I love these sorts of posts.

"Hey everyone, I have this huge project in mind, its gonna be great, I am 'recruiting' the following:
Guy to do all the coding
Guy to do all the graphics
Guy to host the website
Guy to do the marketing
Guy to do anything else I forgot

Once I have all these guys, 'we' will create this wonderful thing. Need lots of guys too because I have absolutely no documentation, goals, milestones, or even a real plan at all."

Subject: New MMORPG Recruiting.
Posted by hitmike on Tue, 29 Mar 2005 13:51:47 GMT
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like i said im just seeing if people are interested.
and for you blazer im currently making a plan thank you very much

---

Subject: New MMORPG Recruiting.
Posted by SuperMidget on Tue, 29 Mar 2005 14:24:47 GMT
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Hey! SickOptometrist, when did you get back on these forums?

Subject: New MMORPG Recruiting.
Posted by Dave Anderson on Wed, 30 Mar 2005 02:52:31 GMT
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Ok all I know about mmorpg is that it is massive online gaming worlds. But to do this in Renegade it would take tons of work. I mean think about this, each "NORMAL" level is about 4-10MB depending on size. Most levels are already crowded enough with 42 people. But to have hundreds to thousands? You would have to have a "MASSIVE" level. One that no one would download because of size and it would take years to make it detailed. Yet alone making the bases big enough. Just a thought though. Thats if this is for Renegade though.

Subject: New MMORPG Recruiting.
Posted by glyde51 on Wed, 30 Mar 2005 03:00:34 GMT
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Renegade couldn't run this because it would need a lot of fuckign people to make up a godamn MMORPG.

Subject: New MMORPG Recruiting.
Posted by icedog90 on Wed, 30 Mar 2005 07:39:28 GMT
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icedog90Don't worry, his plans will never happen.

Subject: New MMORPG Recruiting.
Posted by Weirdo on Wed, 30 Mar 2005 07:57:15 GMT
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Blazer I love these sorts of posts.

"Hey everyone, I have this huge project in mind, its gonna be great, I am 'recruiting' the following:
Guy to do all the coding
Guy to do all the graphics
Guy to host the website
Guy to do the marketing
Guy to do anything else I forgot

Once I have all these guys, 'we' will create this wonderful thing. Need lots of guys too because I have absolutely no documentation, goals, milestones, or even a real plan at all."

RUP > You
http://www-306.ibm.com/software/awdtools/rup/

Subject: New MMORPG Recruiting.
Posted by hitmike on Wed, 30 Mar 2005 11:04:10 GMT
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ok maybe we cant do it on renegade sure but we`ll get another games engine then.can anyone model/map/program? etc..