

Howdy Pardners!

BANG!
Howdy ★



Round Up at the Triple-O K Corral

BANG!
Howdy ★



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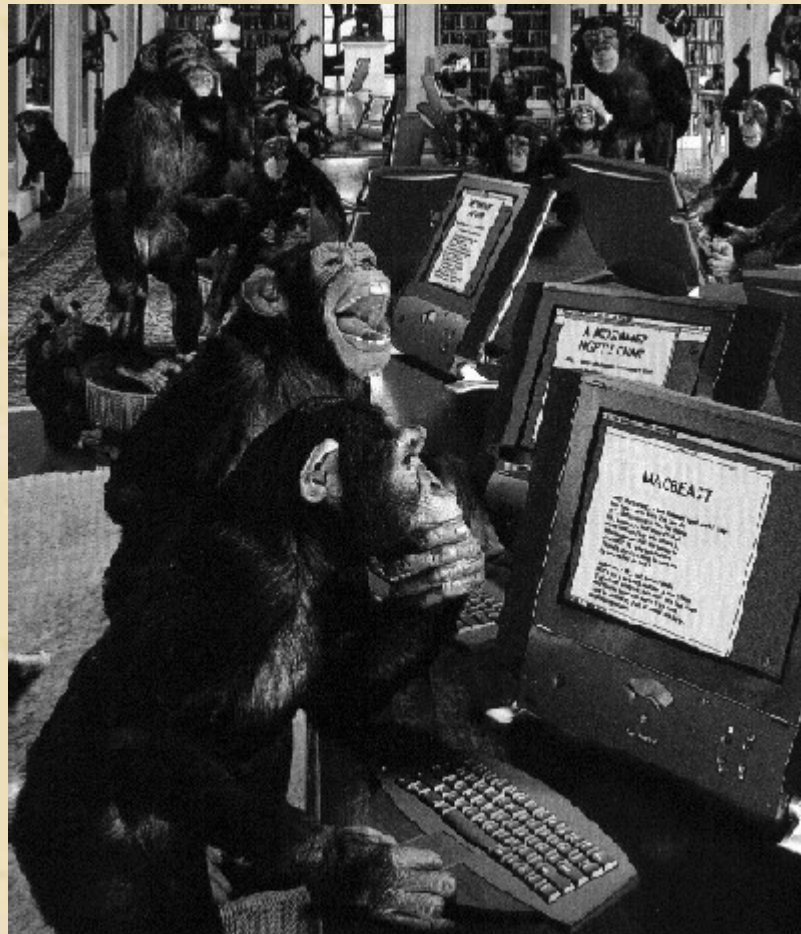
Gold in Them Thar Hills!

BANG!
Howdy ★



Development Process

BANG!
Howdy ★



Bat, er, Bug Country



Bugs! Editor

Terrain:

Fixed pieces

- Leaf
- Sapling
- Tree
- Sequoia
- Flower
- Ant hill
- Soda Pop
- Drop of Honey

Predator pieces

- Frog
- Fly
- Lizard
- Spider
- Fly trap
- Wasp

Player pieces

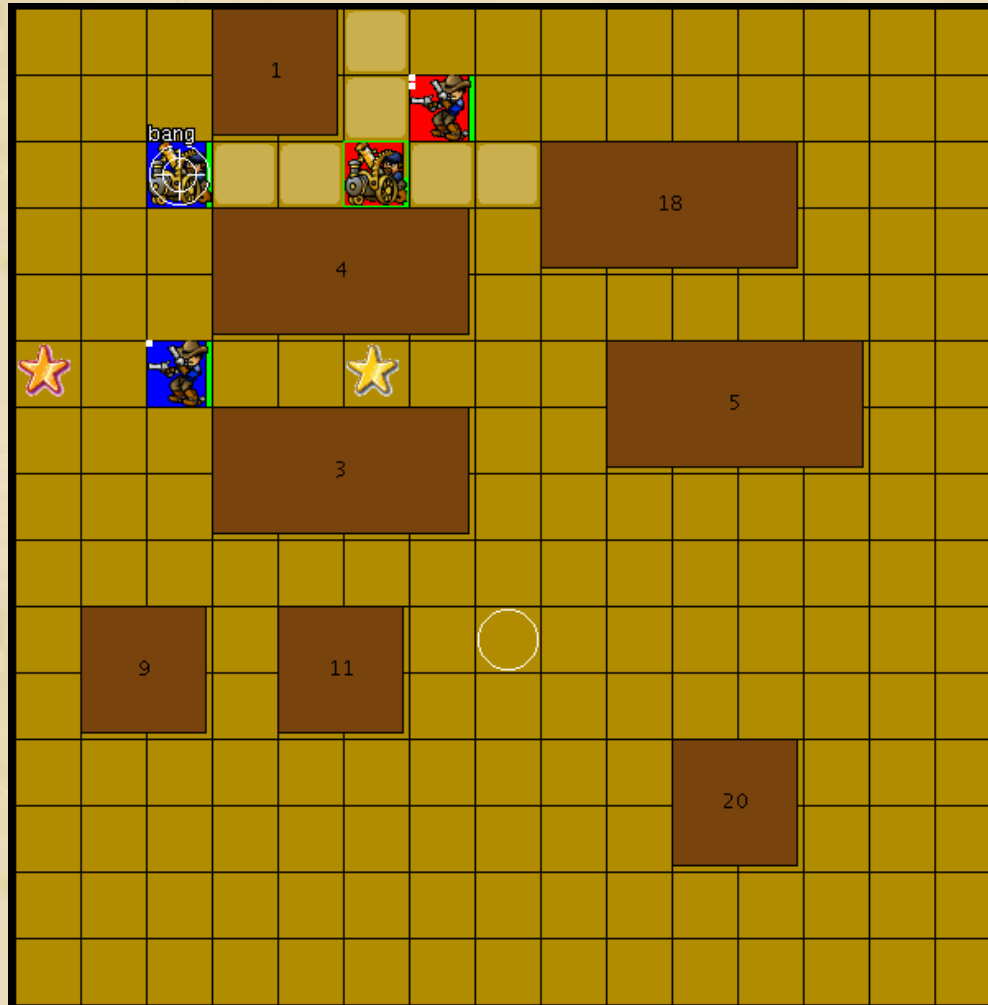
- Ant
- Bee
- Beetle
- Caterpillar
- Termite

Save board...

Back to lobby

The main interface shows a 20x20 grid-based game board. The background is a light brown grid. A large, irregular shape made of bright green squares is in the center. Several brown circles of different sizes are scattered across the board, some containing numbers (1, 2, 3, 4, 5, 6, 7, 8, 10, 11). There are also small white squares, a yellow square, a yellow dot, and a black square. The right side of the image shows the 'Bugs! Editor' panel with various buttons for placing different types of pieces on the board.

Shootin'



Bang!

elvis P: 2 \$:56 (0)

mdb P: 2 \$:0 (0)



Type here to chat:

Back to lobby

repair2

repair2

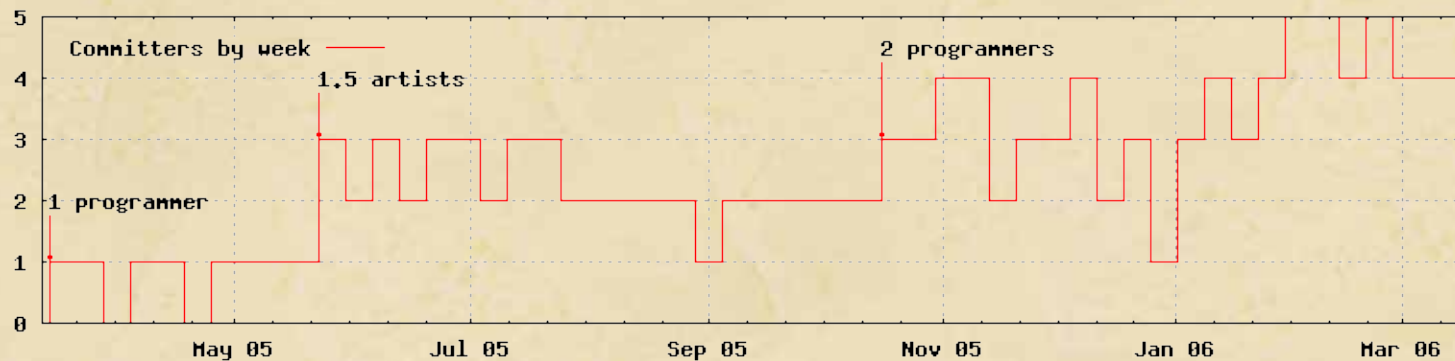
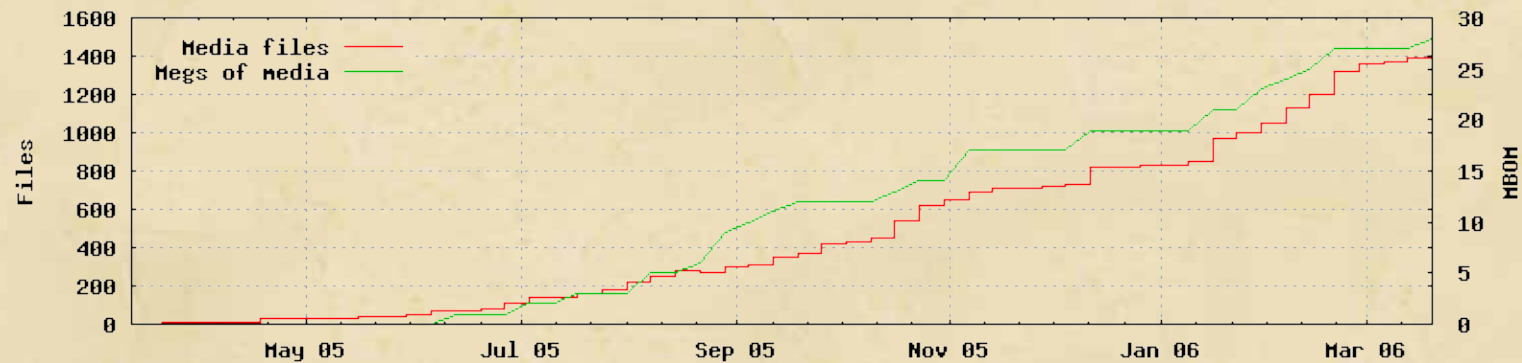
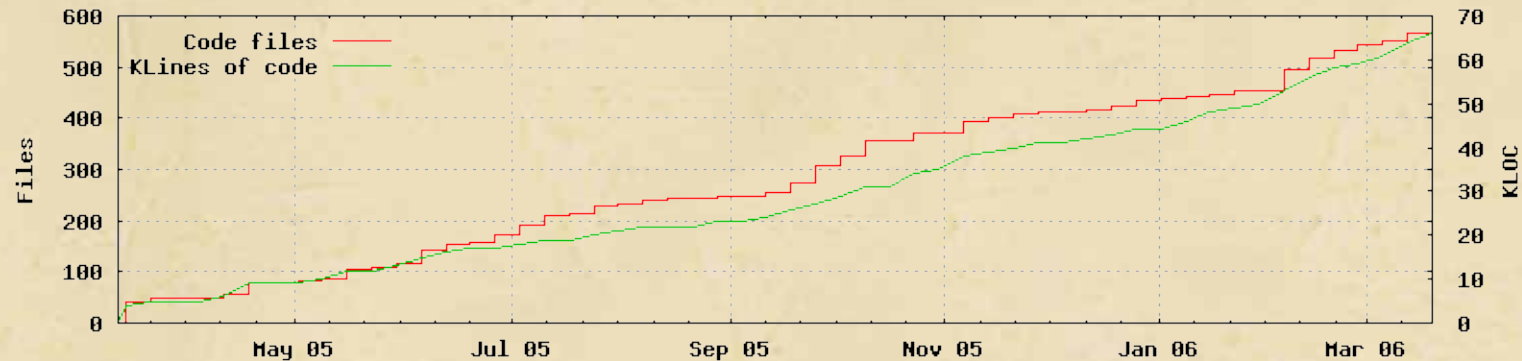


A Bit o' Spit and Polish

BANG!
Howdy ★



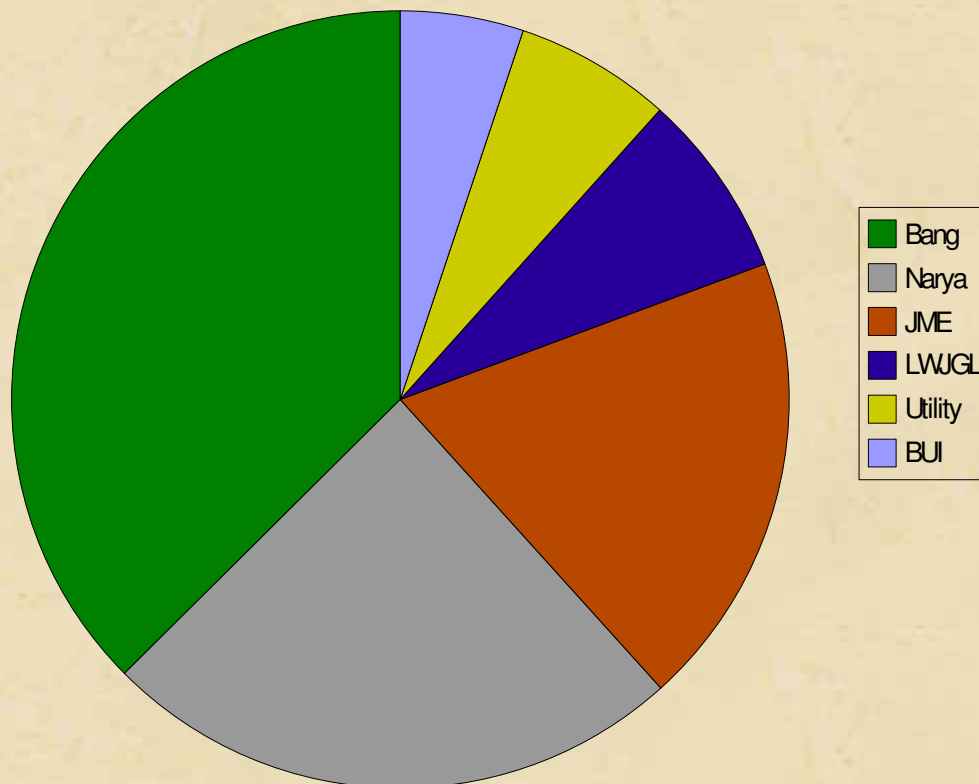
All Hands and the Cook



And a Few Tin Pans



Code Breakdown



Free Software Libraries

LWJGL (OpenGL binding)

JME (3D Scene Graph)

Free Software Tools

MySQL

Apache

FreeBSD

Proguard

Commerical Tools

3D Studio Max

Photoshop

YourKit Profiler

Underpants?

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Howdy ★

