AFTER EARTH  Multiplayer 3D strategic game
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Human keep polluting the Earth and finally immigrant to other planets. Countries fight for planets with rare resources and war begins on this 3D strategic game...

Human use weapons developed in 2100 to combat with one another.

**Story**

Quantum resonating emitter

**Future Weapons**

Fusion Extractor

Atomic Centrixor EX

Atomic signal jammer

**Fanzy Visual Effect**

NUCLEAR EXPLOSION

ACID EXPLOSION

HEALING
If a world map boundary is between Hong Kong and Macao, reaching Macao from Hong Kong will be thousand miles away. This game uses a spherical planet map to simulate a planet such that NO BOUNDARY on the world map.

Destroy a flying missile by weapons

Auto missile defence

Even workers can kill a tank by strategies in AI. AI has cooperation with players.
Multi-player mode

Ad hoc server-client scheme supports up to 12 players.
Ad hoc socket library to minimize game lags.

Support >1000 buildings and troops without lags.

Binary space partition algorithm and Octree are used to support huge amount of objects.