Cockfight



Cockfight is a cross-platform, 2D multiplayer video game that was developed as a project at UCSB. The game is written in Java and so is mostly cross platform. The game is a multiplayer Internet/LAN game in which players are either on the human team attempting to catch chickens, or the chicken team as a rooster and must protect the chickens and/or swarm the humans. To the right is a screenshot from an early alpha build of the game. If you would like to download a working version of the game, see the link below. For access to the source code, go to the SourceForge page. For bug reports, use the Launchpad link.

[Download Cockfight]

[SourceForge project page]

[Launchpad bug tracker]

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