Subject: Fix the damn gun
Posted by Aircraftkiller on Wed, 08 Dec 2004 17:57:51 GMT
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NukeIt15Quote:to take that out is to remove a peice of renegade itself.

Well, a tumor is a part of you...but that doesn't mean you don't want it cut right the fuck out. "Because the devs did it" is not sufficient reason to call it balanced- that is why games get patched after release, because someone up top realizes they did something wrong. Why no patch? Because Westwood isn't around to fix it, and EA doesn't give a shit.

Plenty of examples exist of an abandoned game's community getting together and fixing problems the devs never had a chance to deal with. The same thing needs to happen here.

To use a good example, since I was a developer of Renegade, look at Glacier Flying.

When I first made it, we got it placed into the 1.035 patch or something like that. I can't remember what it was now. People complained about it and found a lot of problems, so I asked them to show me the problems and I fixed the ones I was able to solve.

The 1.036 patch came out and fixed that problem. But the level still had a lot of problems and basically required an overhaul to fix all of them. We didn't get the time to do it, and Glacier Flying is still there in its problematic version, as compared to Glacier or GlacierTS.

If I had the time I would have fixed it and sent it out again, but we didn't even have time for that.

n00b cannons need to be fixed or just totally removed. There is no need to be a "sniper" to kill them. The best way to do it is to work it like Renegade Alert. Snipers are only useful against infantry, they are useless against anything else. They only kill with two or three body shots per soldier, depending on the soldier, and only kill with a single head shot unless it's the Volkov character.

They have a bolt action rifle that has to be reloaded before being fired again, so each shot requires you to hit the head or spend 5+ seconds going for body shots.

You learn to get skill, not easy wins.