Subject: CNC REBORN: Refinery
Posted by Renardin6 on Fri, 13 May 2005 01:42:52 GMT
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I tried to know why ack hates reborn so bad. So I post the chat here.

Quote:
Renardin (03:18 AM) :
time to talk a little.
Renardin (03:18 AM) :
I will stay polite toward you
aircraftkiller (03:18 AM) :
No, I have work to do and I'm about to go take a shower
Renardin (03:18 AM) :
Promised. if you agree to do it later.
aircraftkiller (03:18 AM) :
You've done this before, and you know my opinion on Reborn isn't going to change until you make it not suck anymore. It hasn't yet so just deal with it until you figure out how to make it better
Renardin (03:19 AM) :
let's talk about it then as adults.
Renardin (03:19 AM) :
later then I hope.
aircraftkiller (03:19 AM) :
I already have. I've given you enough information to make it stop sucking and you either ignore it or pretend nothing is wrong. There's nothing to discuss until you change what it is that makes it bad.
Renardin (03:20 AM) :
You told me ; buildings sux. We are changing it
aircraftkiller (03:20 AM) :
No, the entire system sucks
Renardin (03:20 AM) :
you told me textures look like plastic, I improved my 'metals'
aircraftkiller (03:20 AM) :
You have too many soldiers, you're not keeping it the way TS was, and it doesn't even resemble TS anymore.
Renardin (03:20 AM) :
explain me more about the entire system then.
aircraftkiller (03:21 AM) :
And add that to the fact that you haven't finished it after over a year
Renardin (03:21 AM) :
Well, it's based on TS, not TS, I already explained this
Renardin (03:21 AM) :
one year to do all that with university to manage like the others isn't bad.
aircraftkiller (03:21 AM) :
Then make it "not" based on TS and make it play, look, and feel like it. Otherwise it's just going to suck like every other "mod" out there that thinks they know more about Westwood's games than the designers did
Renardin (03:22 AM) :

Well that's not what we aim. We are creating a fps. The rts for tib sun already exists.
Renardin (03:23 AM) :
Eric gooch talked me the other day, He thinks we create nice stuff.
aircraftkiller (03:23 AM) :
So?
aircraftkiller (03:23 AM) :
Eric says that to everyone, if he said "you suck" his employers would probably get pissed off at him.
aircraftkiller (03:24 AM) :
You don't HAVE to rape C&C to transfer the damages and look of Tiberian Sun to a FPS setting
Renardin (03:24 AM) :
the point I want to explain with my bad english : We try to make a good fps. We realize that making Reborn as TS doesn't fit a fps game. we have to change some stuff and add more infantry. We are fans of renegade in a first time. Renegade wasn't TD and was great.
aircraftkiller (03:25 AM) :
There is nothing preventing you from making it play like TS. You haven't even TRIED to see how it works, only choosing to say that it would never work. If you were a scientist you would be laughed out of your profession because you have to experiment with something in order to find out if it would work or not. This is why so many "mods" fail, and why I'm sick of most of them. They think being original means tearing apart the game they're basing it off, and originality has nothing to do with that becuase everyone else and their dog thinks it's more fun to add stupid units to a game
aircraftkiller (03:25 AM) :
Renegade was shit.
aircraftkiller (03:25 AM) :
That's why it's a dead game.
Renardin (03:26 AM) :
The first reborn (full of bugs and I never worked on it) was more true to TS about infantry.
Renardin (03:26 AM) :
and it was boring as hell
aircraftkiller (03:26 AM) :
Not the damages.
aircraftkiller (03:26 AM) :
It doesn't matter if it has only 8 soldiers. What matters is how they interact with the world
aircraftkiller (03:26 AM) :
Team Fortress had only like five characters but it was still immensely fun.
Renardin (03:27 AM) :
yeah, but I think we can have fun with all our characters.
aircraftkiller (03:27 AM) :
If you kept the TS damages and appearances, you wouldn't have to spend months balancing shit out, it was already balanced in the game and Renegade is already built for RTS damage input
Renardin (03:28 AM) :
The rts balance doesn't fit a fps balance. Who would like to be infantry if they can be owned by a tank in a sec. I mean in TS, you could kill like 100 soldiers with a simple devil's tongue, that doesn't fit to a fps... don't tell me it does...:S
aircraftkiller (03:29 AM) :
You just don't understand how it works at all, I give up.
aircraftkiller (03:29 AM) :
Back to bashing for fun

Renardin (03:29 AM) :

aircraftkiller (03:30 AM) :
I'll make one last attempt at beating this into your head
aircraftkiller (03:30 AM) :
If you're a soldier, vehicles are supposed to kill you easily. The worst part of Renegade was that it took way too much effort to destroy a lone soldier because of how easy it was to evade vehicles.
aircraftkiller (03:30 AM) :
If you don't want to get run over, make levels where you can hide and evade vehicles in natural cover. This means trees, plants, bushes, rocks, and mountains. Not that stupid "tunnel" shit
Renardin (03:31 AM) :
then what's the problem with more infantry ? we haven't finished our levels, some are still under work. We wait the buildings.
aircraftkiller (03:31 AM) :
I know for a fact that most players like to be sneaky instead of be forced to either run into a hallway, or run into flat terrain with no cover at all. Games are more fun when it feels like you're a real soldier where you can hide behind objects or take cover in foliage
Renardin (03:32 AM) :
so it's just a question of level design then if I understand what you say. yes?
Renardin (03:32 AM) :
not a question of infantry number...
Renardin (03:34 AM) :
well I take noctice about the 'level comment' wich seems good to me then.
aircraftkiller (03:34 AM) :
No, it's also because you keep deviating from TS.
aircraftkiller (03:35 AM) :
You don't need a bunch of made up bullshit to enjoy something. I can understand adding in actual units from a military force like officers and snipers, but bomb squads, random mutants, etc are just pushing it. Nobody needs to be "assrammer mutant #49125 armed with spooge cannon" to enjoy a game
Renardin (03:35 AM) :
Well, it's a mod. We stick to TS as much as we can. But for infantry, we added some stuff just for the gameplay. It's not so bad.
aircraftkiller (03:35 AM) :
yeah okay you'll see what I mean when you release it and it plays just like Renegade. That game killed itself because Renegade had horrible gameplay. I'm off, you're not going to understand my point of view and Reborn will probably continue to suck indefinitely if it's ever released.

Make your own opinion. I liked Renegade, that's why I add more infantry.
That brings us to an interesting question :

Does a RTS system can be applied to a FPS game and still be good to play ?