Subject: Disabled Buildings
Posted by gibberish on Sun, 29 Jan 2006 18:16:33 GMT

My apologies if someone has already done this (please let me know if they have).

I have been doing some thinking and I believe that it is possible to disable buildings without destroying them.

The critical difference being that a disabled building can be re-activated later.

This gives a couple of interesting options such as special pickups to re-enable buildings, or buildings coming back online after a period of time. It should even be possible to disable all buildings at the start of the level so that you have to "build" a base.

I was just wondering if people would actually play a game where all the buildings started disabled?

Also should the building be enabled after a period of time of should players have to do something to enable them?