Subject: Re: Command and Conquer Online?
Posted by Anthrax on Fri, 31 Mar 2006 22:26:26 GMT

Only when you need them. You have to build gradually, because over expansion without proper organization is crippling.
(That is what happened to Opposing Source, one of my older modification projects back when I was a newb to the game.)

At the moment, all that needs to be done is to secure hosting for a low profile forum, me to finish the bare bones of the Design document and show it to Titan and some others to help build it up into a viable base, then focus on the models etc...

Edit: And yes, sort out the permission with EA, which to be honest, I'm dreading. They will probably allow it, but the idea of being denied permission would be crippling against the dream of an updated Command and Conquer Renegade style game existing...