Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Tue, 13 May 2003 14:35:27 GMT

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Blazea notified me that you were working on a haunted house map when I was advertizing my map. I wasn't aware of it until then. I checked around though and I couldn't find any screenshots of it though. I'm glad you like the map, I put a lot of work into it. It didn't come out great though, and hence along with the additions in v2, I'm going to be doing some remodeling and retexturing of some of the stuff in the original rooms.

For example, you mentioned the tents and the poles and whatnot, the new tent models' poles don't have any colision options set (although I consider setting 'em for just camera) - so you won't lag into 'em anymore.

Also, I've done some remodeling of the kitchen, and I have some more to do. It's come out pretty well so far, but the floor, walls, and ceiling texture just doesn't seem to fit well. I'll figure out something though.

I agree that some of the additions look less creepy and more futuristic. I'm going to have to work with the lighting and sound to make it feel cold, frightening, and abandoned. I'm not planning on releasing the map until I can get that feeling all around the map.

I really like how things are coming along though - with the revisions. I've got a lot of work ahead of myself but I think I can make this into a large quality map with good fights and good frights as well.