Subject: Design of a new, free renegade-like game
Posted by macimania on Mon, 09 Aug 2010 06:15:46 GMT
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I've been working on brainstorming a game design for a multiplayer game that plays much like renegade, yet is unique enough to prevent EA from shutting it down for copyright infringement (I'm not sure how Renegade X is handling this... but I'm still looking forward to what they are producing!).

Before fully fleshing out the details, I would greatly appreciate your suggestions and feedback. It is important to me that this game is one that we all want to play. Quite frankly I'm tired of all these boring, monotonous, unoriginal, twitch FPSs out there... (CoD anyone?).

Main Focus:

The game I want to produce is one that is strongly team-oriented. One where teamwork is rewarded by being more fun than flying solo (don't worry - rank will reflect this too). One that offers the freedom and unpredictability of Renegade - permitting everyone to play with their own style, however dynamic it may be.

Game Modes:

The main game mode will be the same as Renegade: destroy the opposition's base (or get points trying). I have another couple modes in mind, but they have to be properly balanced before I know if they'll work.

Questions:

I have a few questions to ask of everyone here:

What aspects of renegade do you find to be the most fun?
What aspects must be present to preserve the renegade "experience"?
What aspects could use improvement/additions/removal?

For me, fun is the result of successful teamwork, occasional guerilla tactics, rushes, and supporting your teammates (I'm sure I'm forgetting things here). There are a couple things in the renegade experience that must be preserved. At the top of my list is a very important item: the repair gun. As important as the repair gun is, it can be a tad mundane using it as a supporting character (with no offensive characteristics). This is one aspect that I seek to improve. There are many other things as well (e.g. necessity of superweapons), but I don't want to make this post any longer than it already is.

Let me know your opinion/critique on the matter!

Thanks!