Subject: Re: Design of a new, free renegade-like game
Posted by macimania on Mon, 09 Aug 2010 08:43:17 GMT
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@Goztow: I'm considering several different teams with differing characteristics/specializations (would be boring otherwise). Producing maps that can accommodate 4 to 30 players can be mighty challenging. For example, if there are only 4 players, you might not even see any of the opposition if you are playing on a larger map with several routes from base to base. It's all a big trade-off. There'll be maps designed for various ranges in player populations to help deal with this.

@reborn: I agree -- C&C mode is what makes Renegade fun. I have no desire to make a standard FPS with this game.

@reborn & snpr1101: I have a team of programmers, modellers, and a couple musicians -- so as long as a solid game design can be constructed, a fun game can be built as well. Our plan is to use the UDK at the moment.

It's going to take a little while to brainstorm this all out to ensure it is a well-balanced game. The goal is to extract the essence of renegade, and create something new and fresh. As much as I love renegade, it is depressing seeing the number of people online continue to decrease -- and I don't want to see this style of gameplay die!

I appreciate your opinions so far. More would be awesome!