Subject: Re: Design of a new, free renegade-like game
Posted by snpr1101 on Mon, 09 Aug 2010 10:32:05 GMT
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Can I ask why you want to go to all the effort of creating another FPS that has the "essence" of the beloved renegade?

Do you realize how many other FPS games there are out there? What is the selling point of the development? "It's like renegade, but more modern?" - Thus your target audience is (ex)renegade players? Will they not want to continue to play renegade? What about Renegade X and TT?

Do you understand the amount of time it will require?

Is it really worth a university students time to undertake a revamp of a near 10 year old game when there are already others doing that?