
Subject: Renegade is dying: Do this to save it.
Posted by [flyingfox](#) on Thu, 11 Dec 2003 22:01:39 GMT
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NeoYa know, I have often wondered why some of the good programmers in the community haven't gotten together to do something similar to this? Not actually buy Westwood back, as I doubt that EA would sell it, but get together and make a game, get the servers, and all the other stuff that is needed to do it. You know, there are plenty of people that are in the community that are capable of this.

Take some of the Ren Alert people for example, take Dante (who obviously knows something about programming), Mac (who knows about the fds programming), I could keep going on and on.

Has anyone else ever thought about it? We have graphics people, great mapmakers, and coders.....what else do you need to start a game making bussiness? I'd be intrested in hearing logical thoughts on this, and I'd also be willing to help out on it if a group of people wanted to get together and try to do it.

first of all, a lot more than like 10 people would be involved in such a project. you need a lot of funds to get off the ground. very talented designers. you need to keep up with the costs of running a business, and you need to be profitable in your game products or you'll go bust. the equipment needed to make a game from scratch and to design a new game would be a lot more complex than simply using someone elses engine (unless that's what your idea is.. use another game engine like Quake 3, to make a shoot em' up game) like the Reborn and Ren alert mod teams have done. I don't know how a new engine is made, that is in all likeliness very complex, and you'd probably need a degree in university to learn about it.

I like your idea but it seems a bit far fetched at the moment for Renegade fans, however talented, and you'll need a lot of dosh to get something like this started.
