Subject: New fate main menu
Posted by N1warhead on Thu, 03 Aug 2006 07:23:38 GMT
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Hello peeps.

Just showin you what ive gotten on the main menu so far.
And yes Machines fly through it and stuff. but i plan on making it way diffrent in the future if its possible to do what i want to do. here is the pic.

Thanks for the help doign the Strings for me Oblivion.

Subject: Re: New fate main menu
Posted by Aprime on Thu, 03 Aug 2006 08:16:02 GMT
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In the ghetto...

Subject: Re: New fate main menu
Posted by LR01 on Thu, 03 Aug 2006 10:44:53 GMT
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start the resistance?

Subject: Re: New fate main menu
Posted by N1warhead on Thu, 03 Aug 2006 10:46:36 GMT
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he he that means Single player, meaning Ur like Ur about to join the Resistance

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Subject: Re: New fate main menu
Posted by Zion on Thu, 03 Aug 2006 15:50:59 GMT
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If so, why not "Join The Resistance"?

Subject: Re: New fate main menu
Posted by Spice on Thu, 03 Aug 2006 16:08:25 GMT

You need a new font for the text, That looks horrible. Other than the font, nice work.

Subject: Re: New fate main menu
Posted by LR01 on Thu, 03 Aug 2006 17:58:52 GMT

But,
for what mod is this actually?

Subject: Re: New fate main menu
Posted by Oblivion165 on Thu, 03 Aug 2006 21:36:06 GMT

Of course all things could be worked on, but he is doing the mod on his own and is very dedicated. He asks me several questions a day about how things are modded and tells me ideas he has.

Though a little on the outer edge of what most of us would consider for a mod, it does have a nice possibility to it. I grew up watching T1 - T2 and absoultly love the opening scene for t2 with the battle going on.

Ill be watching this mod and pitching in from time to time, nothing major but working the strings and some other work he may have for me.

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 03:29:02 GMT

Merovingian wrote on Thu, 03 August 2006 10:50If so, why not "Join The Resistance"?

Cause im kinda thinkin bout Making u start off as John Connor Starting the Resistance as he goes u make ur way up to Reese. an so on.
just tryin to give it a Veriety, ya no.

Subject: Re: New fate main menu
Posted by LR01 on Fri, 04 Aug 2006 08:26:33 GMT

Is this gonna be a SP mission with AI?

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 08:31:50 GMT
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LR01 wrote on Fri, 04 August 2006 03:26Is this gonna be a SP mission with AI?

Yea gonna be alot of SIngle player missions and Multi, But yea Start the resistance is SP with AI

Subject: Re: New fate main menu
Posted by LR01 on Fri, 04 Aug 2006 09:36:45 GMT
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Well, good luck on that, I'm sure you can do this
Any idea how many missions?

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 10:25:13 GMT
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probley atleast a Minimum of 30 SP and bout 15 / 20 MP depending on how big i make them i
might just make very few MP maps maps, but i can tell u this i will be making Expansions after
done. like Diffrent Story lines for it like Playing as some one elses role on a Big Impact of the war,
ya no. but im still gonna fulfil the Terminator series from all the movies. and so on ya no.

Subject: Re: New fate main menu
Posted by LR01 on Fri, 04 Aug 2006 10:40:29 GMT
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30 SP Levels?
awesome...

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 11:00:23 GMT
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hehe, yea and there gonna be like the size of the maps on Turok 2, and thats big, its gonna be
quite interesting LOL

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 11:19:55 GMT
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EXdeath wrote on Fri, 04 August 2006 00:08You need a new font for the text, That looks horrible.
Other than the font, nice work.

Which font ????

Subject: Re: New fate main menu
Posted by LR01 on Fri, 04 Aug 2006 11:20:13 GMT
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Yes,
But how far are you with it?
Can you post something already?

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 11:39:03 GMT
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LR01 wrote on Fri, 04 August 2006 07:20Yes,
But how far are you with it?
Can you post something already?

i havent started really working on MAPs just at the moment. im focusing on every object im going
to be useing, and thats gonna be well over 1000 Misc objects its self so at the time i start making
the maps i can just dump it in ya no. Im currently working on the Multiplayer Time Displacement
machine, its hard to explain exactly how its going to be set up for Multi but i already no LOl like
every like 25 mins or so, Skynet can use the Time Displacement Machine and make the game go
bak in time by like 1 min or something its going to be cool when done thoe.
and thinking bout making Skynet avaible to use Teleportaion devices with GPS locationing so u
go to a Set distance to where u want to go.

Subject: Re: New fate main menu
Posted by Oblivion165 on Fri, 04 Aug 2006 12:05:47 GMT
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I can say, he has a MASSIVE archive of models.

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 12:08:37 GMT

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haha, yea LMAO u could spend all day looking at them probley LOL

Subject: Re: New fate main menu
Posted by N1warhead on Fri, 04 Aug 2006 12:09:45 GMT

sry for Double posting, but Just letting you guys no its my b-day today WOOT WOOT LOL LOL

Subject: Re: New fate main menu
Posted by Sn1per74* on Fri, 04 Aug 2006 15:36:25 GMT

Happy Birthday- and the menu looks cool

Subject: Re: New fate main menu
Posted by LR01 on Sat, 05 Aug 2006 10:40:58 GMT

But,
Isn't 30 SP Missions a little much to make?

Subject: Re: New fate main menu
Posted by N1warhead on Sat, 05 Aug 2006 13:10:46 GMT

not really, depends how there made. allot of games made now days lack on the maps they make them where u can beat them in like 7 Min's. like the Terminator 3 game. i beat it in like 3 hours. who wants to play a game that can be beatin so quick ya no. and they had i think 30 maps. for instance games like Perfect dark for N64 and Golden eye for N64, now those are the games that would take for ever to win and they are probably still some of the top games to play from wut allot of people say. and games like Turok 2, they had some huge maps and they took Thought more than just going out and blasting dinosaurs up. and this game is going to take Thought with Action, so it last with a Goop replay value and makes people want more, ya no ????

Subject: Re: New fate main menu
Posted by LR01 on Sat, 05 Aug 2006 14:01:26 GMT

Yes, that is a good point

Subject: Re: New fate main menu
Posted by N1warhead on Sat, 05 Aug 2006 14:12:27 GMT
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yea, it really really gets me mad how alot of people now days for got the meaning of Good game play, i mean do u ever see secret spots or secret switches u gotta shoot to open a door. no u dont ahhhhhhhhhhhh, gets me soooo mad. makes me wanna just throw my game im making at there face when im done LMAO

Subject: Re: New fate main menu
Posted by LR01 on Sat, 05 Aug 2006 14:27:32 GMT
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Yes, only eye for graphics

Subject: Re: New fate main menu
Posted by N1warhead on Sat, 05 Aug 2006 14:31:43 GMT
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yea, i mean Graphics are good, but with out the game play u can throw the game in the trash cause no point to pay money for something that gets beatin in 3 hours.

Games that take days / weeks to beat are the games that last the most.

Subject: Re: New fate main menu
Posted by LR01 on Sat, 05 Aug 2006 14:41:58 GMT
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yes, beat a game in less then a day...

Subject: Re: New fate main menu
Posted by N1warhead on Sat, 05 Aug 2006 14:45:16 GMT
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yea id kill my self if i made a map that can be beatin in like 20 mins, liek the maps on Turok 2 would take like 2 hours each no matter how good u were. im not sayin i would make maps last that long im just usein that for an example.

Hey ima make a Official Thread for the mod ight ill make it right now.