Subject: Zombie survival.
Posted by Viking on Mon, 19 Feb 2007 09:44:46 GMT
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So, I had a fun idea. For a game mode. You start on the survivors tream, who are still alive and human, and when you are killed by the zombies it switches you to the undead team.

I made a nice house for the survivors to hide in well zombies try to kill them. You start out with a automatic pistol and a knife. The pistol holds 12 ammo in a clip and you get 96 extra ammo. There will be more scattered about the level. After 15 minutes or so if there are still survivors the survivors win if the undead team can kill all of them than they win! The undead will have biting a really high jump! At first there will be zombie bots who have 2times the normal health as a normal zombie because bots are dumb.

After you get so many kills you will be rewarded with better weapons when you are a survivor.

Kills-Weapon

10 - A better handgun
20 - m16 automatic rifle
30 - Shotgun
40 -Flamethrower
50 - Frag Grenades

You can choose different zombies!
Normal Zombie -Slowish but has lots of health and dose good damage
Fast zombie -Fast and dose medium damage and has low health but can jump really high
Suicide zombie- Exploads and damages anything friendly or enemy around him, medium health and speed.

Also I might make the map dark and add a flashlight!

Who thinks this is a good idea? Also can someone make a zombie skin for one of the characters?

Subject: Re: Zombie survival.
Posted by Ryu on Mon, 19 Feb 2007 10:59:30 GMT
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Sounds like a awsome idea! I for one would love to play that!!

Zombie mod for Counter-Strike: Source rules!

Subject: Re: Zombie survival.
Posted by Viking on Mon, 19 Feb 2007 19:42:50 GMT
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I played Zombie Survival in Garry's mod and through it would be cool in renegade!

Subject: Re: Zombie survival.
Posted by Ryu on Mon, 19 Feb 2007 19:46:12 GMT
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I just baught Gmod 10, Is it the server where after so much time (Like 2 mins) You get more ammo? It is cool, I won a game with the longest survival time.

Was funny tbh, This fast zombie dude tryed 10 times to hit me, He kept missing. Shame I had no ammo, Otherwise I would have kicked his ass.

Ontopic: What would need to be done? Apart from a custom scripts.dll?

Subject: Re: Zombie survival.
Posted by Viking on Mon, 19 Feb 2007 19:51:17 GMT
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I got gmod 9 so I don't know.

Subject: Re: Zombie survival.
Posted by Veyrdite on Fri, 23 Feb 2007 05:17:45 GMT
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what happens if you die as a zombie? switch teams, then commit suicide to change back?

nice idea. how bout vehs made for zombie shreddin and a circular saw melee!!