

---

Subject: Renegade Alert: Source general design  
Posted by [Slash0x](#) on Tue, 07 Dec 2004 08:37:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sounds good, BUT you have to remember that it is a first person shooter, not a RTS...you are one unit taking on the world of the opposing team. Being that it's the HL2 engine, you either make really long levels (or else people would be like "yay! i beat it in one day...what's next? ), or put in a few mind using puzzles like they did in the single player.

But don't do anything like they did with that one valve, that was TOO hard. You cannot even see the damn thing until you falldown looking at it.

My two cents...

---