
Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 15:31:07 GMT

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Ok, as some (or probally no one.....) of you might know, I'm continuing NameHunter's Survival mod (with permission so don't start any of that stealing stuff). I've been thinking up a new gametype for the mod and would like your opinions on making it better.

The gametype is called, well, Survival. Your objective is to out live the enemy team. Your base is, I guess, more of an outpost as it is 1 building. The building is powered by energy, which will run out over a peroid of time. In the middle of the map or so, there are maybe 5 supply trucks/tanks/vehicles. When you drive one of those vehicles into a certain part of the base it recharges some energy and then blows up the vehicle. There maybe also some smaller generators around your base, essintally, they power defenses. These generators are not rechargable and when the min-generators go out, the turrets they are powering will blow up. In other words, over time your defenses will weaken. When the main generator goes out your team loses. So your job is to essintally keep the enemy from being able to resupply his own base.

The turrets are mounted on pads connected the the generator so everything is pretty much connected (except for the mingens, they are seperate from the main one but their turrets are on pads that connects to a bigger pad that the gen is on).

The power display will be shown with an emitter (shape and all I'm still slightly working out). Essintally if it's green and possibly spinning fast energy is ok, yellow it's time to start saving vehicles, red is "GET A DANG ENERGY VEHICLE OVER HERE BEFORE WE LOSE!!!!".

My only problem is getting a model for the base/outpost, a model for the double chaingun turret (and maybe a few others), and a model for the mini-generator pads.

So.....opinions?
