rm5248 wrote on Tue, 10 January 2006 22:37The temple's pillars shouldn't be so alike each other... Some should have fallen parts on the ground, be of different heigths, etc.

I'll make some broken pillars.

I need some suggestions for the other "stages". I'll explain how I wan't to make it work in a bit more detail.

Once you enter the temple (or any gate/door) and passed a black wall you will be teleported to a different location. Some will be interior, some not. Why teleport and not just make the map as 1 big piece of terrain? Because this way AI bots won't all be comming to the same place when they "sence danger" as they won't know the way (AI pathfinding doesn't detect teleport zones). It also adds a bit of exploring and thinking "what will be hiding inside the next room?". I will also be able to change the music for each location.

I hope I can make the map so respawning mobs/defenses won't be needed. And the final room will be holding something to end the game. (probably a Nod building or beacon ped)