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Subject: Re: SWMOD Updates

Posted by [htmlgod](#) on Wed, 15 Mar 2006 00:43:24 GMT

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Let me break it down for you one last time, Aircraftkiller. For starters, here are the goals that I laid out for myself when I started this project. They remain essentially the same.

1. Learn a lot about game design, and have the complete experience of making a mod.
2. Pass time in a way that is artistic, challenging and enjoyable
3. Assiduously work to complete a well-made project that is important to me
4. Create a mod which is appealing to the public and which players can enjoy as much as I enjoy making it.
5. Proliferate the fame of the original Star Wars trilogy
6. Give something back to the community which has been good to me.

So far I've accomplished most of these objectives, but I cannot say that I've done what I set out to do until the mod is released and I've moved on. I've managed to work on this mod without too much of an impact on my social or academic life. It hasn't always been easy, and I'd be lying to tell you that it was always fun, but I've learned a lot about artwork, modding, computers, leadership, and myself, and I believe that SWMOD will be appreciated by this community.

However, you've no doubt found that "Earn Aircraftkiller's undying adoration" is not on this list. You'll also find that "Create flawlessly perfect artwork" is also not on this list. These were never my goals, and they are not particularly significant to any of my goals. So here it is, as blunt as I can give it to you: I DON'T CARE WHAT YOU THINK!

Whenever I talk to you, you ask me when SWMOD will be complete and released. Releasing this mod is important to me. If I so desired, I could work on SWMOD for the rest of my life, constantly refining it to the point of being beyond the capacity of the Renegade engine. But that wouldn't serve any of my purposes or help me to meet any of my goals. All it would really show is that I don't know when to be satisfied with something, and that I expect an impractical level of perfection. I do my best. It's enough for me, and it's enough for the people whose opinion I must heed - the people who will actually play this mod. Yes, I challenge you to improve, and yes, I do expect and even accept constructive criticism in return. But no, I'm not going to make this a lifelong project which, as a creation for the playing of the public, defeats its own purpose. I expect high standards of you because you want to work in the game industry and because modding is your life. I fully expect to come back and find you still working on mods or computer games 20 or 30 years from now. However, modding is not my life. This mod is, at best, a passing hobby. I work towards my artistic goals for this mod with an ever-increasing awareness of the fact that this entire project is ultimately valueless to me - except as an interesting pass-time - if I cannot make myself release the mod and move on to another outlet for my creativity. So thank you for your interest in SWMOD's artistic quality, but I must decide for myself the level of quality which best suits my goals.

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