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Subject: Re: RenegadeRPG - Mod Idea

Posted by [Blazea58](#) on Mon, 22 May 2006 13:22:55 GMT

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Ok so you do seem to atleast have the vehicles/characters figured out however i would like to know what kind of world, or storyline would be behind it. Would there be all sorts of areas such as space, mountain, snow, desert, indoors even etc? Where will you start to begin with if thats planned yet. I play city of Villains, and at the start it situates everyone in a prison cell, in which it gives you the tutorial parts. (small missions so people get the hang of things)In this area no online players can attack eachother, but they can join teams and help do missions.

It would be nice if it could work just like that, so you have certain confined areas that have a specific purpose such as the PVP areas for people to battle eachother, or they could just help eachother gain exp by doing missions.

I am not quite sure how you would go about doing missions, like what kinds of tasks you would have to accomplish, would be nice to encorporate items you have to break apart to complete that given task, or defeat a certain enemy, or maybe even pick 100 apples out of a tree lol