
Subject: Re: Renegade X - September '09 Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 28 Sep 2009 04:09:46 GMT
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Like R3 pointed out, it's a lot more work than you think. We've had the engine for about a year and nine months, and in that time we were able to code C&C mode (buildings systems, purchase terminals, credits, points, weapon and vehicle coding, stealth effects, and oh so much more) the HUD, complete 11 vehicles, 9 buildings, 9 characters (which really take a month each), 15 weapons, about seven maps (only two fully complete though), 12 audio tracks, sounds for everything, and just so many details that I can't simple babble on about endlessly.

Game development is a long and tiresome journey, and the fact that we're doing this all for free is an epic on its own.

Most professional game studios have twice the members we do, get paid, and finish their game after two years. We do this on our spare time for free, and were able to pump something out in less than two years. Most mods don't even get done.

Sure it's not the full mod, but it's enough of it to have a good time and build over it. And plus, we're doing a lot that wasn't in the original game - the list I posted gave a good idea, but it isn't all we've got in store.

And the reason why this is "0.35" is not because we have 1/3rd of Renegade's core components, but because it is 35% of our fully planned mod. Essentially our first few releases are going to be playing catch-up with where Renegade is at now (we are building it from the ground-up after all) and fixing bugs as we encounter them. After that we're going to go straight ahead with 3 new game modes, dozens of new features and server-side options, new vehicles, and just too much to put into one or two posts.

Quote:

I do have a question though that I can't seem to find an answer to. Does RenX have cloaking in it?

Of course. We've had the cloaking system working for a year now.
