

---

Subject: Re: Design of a new, free renegade-like game

Posted by [reborn](#) on Mon, 09 Aug 2010 07:35:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I like the C&C mode of it; Not just join a team and kill the other infantry. But the economy, the strats and the intricacies of the game.

A must include for me is C&C mode.

The addition of VoIP being integrated into the game, with a better ban system, auto-downloader for the servers and excellent maintained and supported anti-cheat system would all be welcome additions. Effective homing rockets would also be welcome; removing the need for the effect the Ramjet has on the light vehicle skin type.

I think the game might be improved with more moves for the characters, like forward, backward and side-way rolls. The ability to lie down flat on the ground.

Couple more vehicles might be nice, but would have to be very well tested for balance.

How do you plan on accomplishing all this? Are you in any sort of position to actually deliver?

---