
Subject: Re: Design of a new, free renegade-like game
Posted by [macimania](#) on Mon, 09 Aug 2010 19:24:58 GMT

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I fully understand that the time required to design and create a game is ridiculous -- but to me, it will certainly be worth my time as a university student. While 95% of students will be procrastinating and dedicating their free time to Facebook, I would rather take on a challenge, and engage in the learning experience that is game development.

Too many games out there focus on the importance of the individual. I want to produce a game that can convert lone wolves into team players [insert cynicism here]. Renegade is a game that is more fun to play through cooperation as a team, which is why I want the input of renegade players in order to produce a game that can accomplish this. The more opinions I have to work from in terms of what works and what doesn't, the easier it will be (albeit still not easy) to simulate, both in my mind and on paper, the game that I want to design.

The cynicism of several of you here is not entirely unfounded for the reasons already pointed out, but I would still like to try. At the very least, this thread could be a valuable resource to somebody out there. I still expect more criticism, but I would also appreciate more opinions as well (it is good to hear both).
