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Subject: Re: Renegade X - Beyond Black Dawn

Posted by [NE]Fobby[GEN] on Tue, 27 Sep 2011 19:10:58 GMT

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Thanks for the compliments, we appreciate it.

Quote:it will be posible to play this online whit 40 or 50 players like in original ren?

The max playercount will be 64.

Quote:also when i saw the vid i notice that the inf moving animations were way better than in previous realeases but it doesnt feel allright yet

Probably one of the main criticisms we've heard of the beta version was regarding infantry movement. Contrary to what some people have said, our infantry move at the same speed as Renegade's, but in the UT3 beta, there were a few differences:

a) Character Animations - in UT3 Renegade X, we used the stock UT3 walking and jumping animations. A lot of people hated them because they didn't suit our characters (which mostly aren't big hulking men), and they were correct, so we have redone all 3rd person animations. You can see what we have so far in the video in the original post. They're still going under changes, anyhow.

b) Physics Engine - since we're based off of the Unreal Engine, our physics engine is a lot more responsive than W3D. If there is an explosion under you, your character will move slightly. Some people didn't like this after jumping from W3D to UE3, but we are not changing that.

c) Smoother movement - in Renegade X you can't tap A and D and get the quick flashy shifting around like in W3D and older FPS games. We also prefer our smoother transitions over the old style.

Quote:moving away from enclosed, symmetrical maps. starcraft2 and team fortress 2 are all about that very concept. if you're looking to create a fps/rts hybrid, those two aren't only the most popular, but also the best ambassadors of their respective genres in terms of gameplay. i feel like you're making a huge mistake in trying to be battlefield.

Quote:Speaking of, while I love the idea of larger maps, be sure to not have them being mindlessly empty.

We didn't say maps were going to be larger or emptier, we said we're going to have less symmetry and less boxed-in canyons. I too am a proponent of smaller, simpler maps. Some of my best games on C&C Renegade and Renegade X were on Field, Complex, Walls, etc. all of which were designed simply. Having a limited amount of choke-points ensures good gameplay in both large and small levels.

This time around though, we'd like to try a couple new things, like a proper urban map (as much as I love City Flying, it's really just a canyon with a city texture), island maps, etc. Most maps will retain the same size and simplicity Renegade had, or sometimes slightly larger or slightly smaller.

Remember that there will be capturable elements and objectives on some multiplayer levels, so size should accommodate those as well. Some things will be destructible too.

Quote:- singleplayer. nobody cares about single player mods. occasionally you come across a great, overlooked single player mod hardly anyone has heard of. that's the problem, so put all your effort in providing a great multiplayer experience. that's a very hard task in itself.

The singleplayer bridges us towards the multiplayer version. The vast majority of the resources used in the singleplayer (weapon and vehicle setups, art assets, code, audio, etc.) were needed for multiplayer anyway. Might as well put something out while people wait, and give players something that they can all attain (standalone) and enjoy.

We'll get into the specifics of the new gameplay direction right after the Black Dawn release. Black Dawn itself will have a lot of the changes I talked about in the OP, so it'll allow us to assess the community reaction.

Quote:I sincerely hope you've included in-depth content as Nod.

Brotherhood.

I would love to do a Nod campaign, but seeing how much work was needed for our short GDI campaign, it probably won't happen. We'd rather focus those energies on multiplayer, which is more important to us. Remember that we are a volunteer group - we're doing this for C&C - so one of the challenges of being a free game is that our time is limited.

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