
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [iRANian](#) on Fri, 14 Jun 2013 22:00:41 GMT

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Aircraftkiller wrote on Tue, 11 June 2013 18:30

One thing I'm left wondering is why they're putting any effort into this old engine when they have perfectly capable programmers who can learn something like Unreal, CryTek, et al. Like it or not, the trend in gaming is toward free games and mobile games. This mod is free, but it lacks the finesse that even an Android game has. I've got several Android games on my HTC One that are more visually impressive than Reborn is, along with being a lot more fun to play.

There's a lot of programming that needs to be done to support C&C mode in the Unreal engine AFAIK and they'd actually need to re-do all their maps and higher the quality of their assets I assume. Tons of work. Easier for a fan project to use an engine that also *somewhat* supports what they need to do with it for the most part.

Maybe you can shed some more light into this cause you have experience with modding and if I recall the Unreal engine. What's your assessment of how feasible coding is and transferring all their assets?
