Bfranx wrote on Mon, 31 March 2014 13:25So, let's talk about colors.

I mean, obviously we'll be using gold and red, but what shade specifically do you guys think we should use? Should we try to mimic the color of the in-game units and buildings, or go for a more faded and realistic approach?

If you have to ask people what they want to see in YOUR mod, just quit right now. You're wasting your fucking time.

Nuker is spot on with his post, but you're so dellusional and have your head so far up your ass that you think you can get anywhere with this. Look how many fucking years it has been and you can't even produce a video.

Quote:
i cant lie and say that i know what im doing. but so far i've managed to gather 4 members (2 modellers, 1 sound manager, and a tester.)

You have no fricken clue what you're doing so you're pretty much managing a project while being completely clueless. Are you that much of an idiot?

Seriously, drop the project.