
Subject: Re: *wip* renegade coop
Posted by [zunnie](#) on Mon, 10 Apr 2017 17:35:19 GMT
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I was thinking of making keycards per player a 1 time thing, i haven't decided yet tbh.
I mean, if you die in SP you lose your keycards as well...

The Obelisk thing i haven't gotten to a map that has one yet but i'll keep that in mind then.

I'm slowly working on the M01 map still

PS: The game client, server files, vs2015 code DA 1.9 and the editor files will be released once i got 3 or so maps done.