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Subject: pooling resorces

Posted by [Cpo64](#) on Thu, 29 Jan 2004 02:01:22 GMT

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AircraftkillerThat's what a "mod team" is for.

Not quite, the term "Mod Team" leads one to believe that it would be creating a full fledged mod, like Renegade Alert or Reborn, who completely modify the game, following a different storyline, etc. All this group would be doing is taking Renegade, and adding things that were not shipped with the game.

Lets say someone wanted to make a Nod Air base where all the Vehicles are built and shipped off to the war zones.

One person could do it, but it would be simpler in design, and probably take a while to make. Now if one person did the terrain, another did the Construction complexes and other buildings, another to do stuff like animation, extra characters vehicles and skins. Not only would it be much more complex in appearance, but it would get done faster, (assuming the team worked well together.)

The goals of these teams would not be to make something shiny and new never before seen by human eyes, but to add to the game, making it more robust and introducing new styles of play.

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