Subject: Hourglass Survival Mode
Posted by Brandon on Thu, 04 Jun 2009 22:15:04 GMT
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It's that time again! After some failures in the first survival maps and the lost work on the revamp I have decided to go back to the drawing board. Instead of creating another map I have decided that it'd be best to use an existing one for now, and preferably one that everyone has in order to increase the size of my audience as well as server activity. That's why I have selected C&C_Hourglass to be my next survival mode map.

However, this time I am asking you all for some ideas to incorporate into my modification. So please post your feedback here and I will try to include your suggestion into the modification if I feel it is worthy.

Subject: Re: Hourglass Survival Mode
Posted by MGamer on Fri, 05 Jun 2009 01:10:52 GMT
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remplace Nod with zombies

Subject: Re: Hourglass Survival Mode
Posted by nopol10 on Fri, 05 Jun 2009 02:24:56 GMT
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You could have GDI and Nod work together to make things less bland. Maybe mutants could be introduced or something. You could also get players to move to different locations on the map due to certain scripted events so that they have a much larger playing area and it also makes people feel less claustrophobia. Of course, proper use of weather and fog will make it more atmospheric.

Subject: Re: Hourglass Survival Mode
Posted by slosha on Fri, 05 Jun 2009 03:53:56 GMT
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add obstacles for cover and turrets

Subject: Re: Hourglass Survival Mode
Posted by reborn on Fri, 05 Jun 2009 07:53:55 GMT
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Have everyone start as GDI. Nod at the start of the map are all just mutant preset AI bots that come in waves against GDI. No was doing some tiberian experiments and caused them all to turn into mutant zombies...

When a GDI player is killed by a mutant, they switch to the Nod team and spawn as a random mutant preset each time they die.

Expand on the idea.

Subject: Re: Hourglass Survival Mode
Posted by ErroR on Fri, 05 Jun 2009 08:29:03 GMT
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reborn wrote on Fri, 05 June 2009 10:53Have everyone start as GDI. Nod at the start of the map are all just mutant preset AI bots that come in waves against GDI. No was doing some tiberian experiments and caused them all to turn into mutant zombies...

When a GDI player is killed by a mutant, they switch to the Nod team and spawn as a random mutant preset each time they die.

Expand on the idea.
sounds like the viceroid tag mini mod i had in plan some time ago

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Subject: Re: Hourglass Survival Mode
Posted by Brandon on Fri, 05 Jun 2009 16:17:11 GMT
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Sounds like a real good idea for another modification reborn. I'll try that in the near future for sure.

These ideas are great guys, but also remember that Survival Mode is where you stay in the base (most of the time anyways) and fight off the assault waves. I like it so players can exit and go around the map completing other objectives while others stay and guard the base.

If you have objective ideas let me know.

Subject: Re: Hourglass Survival Mode
Posted by IAmFenix on Fri, 05 Jun 2009 19:47:10 GMT
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nopol10 wrote on Fri, 05 June 2009 03:24You could have GDI and Nod work together to make things less bland. Maybe mutants could be introduced or something. You could also get players to move to different locations on the map due to certain scripted events so that they have a much larger playing area and it also makes people feel less claustrophobia. Of course, proper use of weather and fog will make it more atmospheric.
I approve this message.
GDI have always been the good guys, fighting Nod.
Nod would fight the mutants and GDI would clean up the aftermath.

GDI+Nod against mutants seems like a better idea.