Subject: The (original) origin of the game's name
Posted by Deactivated on Tue, 17 Feb 2004 17:32:57 GMT
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The origin of C&C Renegade's name comes from its scrapped multiplayer mode.
In this mode players would be able to join as any C&C Tiberian Dawn infantry unit, including the Commando and play through the singleplayer missions.
Also, there were Renegades - players whose job was to make life harder for both GDI and Nod.

Subject: The (original) origin of the game's name
Posted by Try_lee on Tue, 17 Feb 2004 21:23:17 GMT
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Never heard that before, but I do remember reading loads of previews about all the ideas that the team had that never made it into the game. They really wanted to give you the impression that you were only a small part of something bigger, but Renegade lacks that.

Subject: The (original) origin of the game's name
Posted by Ninja312 on Tue, 17 Feb 2004 21:32:35 GMT
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Tis soudns interesting. But games do change a lot in the development phase. Besides, what we got is a great game.
I heard there's a classic version of Renegade out now. Is this true?

Subject: The (original) origin of the game's name
Posted by Cpo64 on Tue, 17 Feb 2004 23:44:28 GMT
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Where did you hear that?

Subject: The (original) origin of the game's name
Posted by smwScott on Wed, 18 Feb 2004 02:11:15 GMT
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There is a classic version out, if by classic you mean EA's sugar coated term for bargain bin.

Subject: The (original) origin of the game's name
Posted by TheGunrun on Wed, 18 Feb 2004 02:11:42 GMT

The Guys who gave you renegade

```
    -------------------------------------------
    gamemodes.txt - Tom Spencer-Smith, Oct 2000
    -------------------------------------------
```

This is a brief outline of the 10 different multiplayer game modes.
This document is for development purposes and should not be shipped.
Refer to this when you are unsure about a particular game mode.

DEATHMATCH

Kill the other players!

TEAM DEATHMATCH

There are 2 teams. Kill the players on the opposing team.
Highest scoring team wins.

MUTATION

Game starts with one "Mutant", and the rest of the players are "Regulars".
Regulars have a limited number of lives.
When a Regular loses his last life, he joins the Mutants.
The last Regular alive is the winner.
When the game restarts, a player is randomly selected to be the new Mutant.

CAPTURE THE FLAG

Collect the opposing team's flag and bring it back into your pedestal.
You pick up a flag by running over it.
You can drop it by pressing "B".
A captured flag is worth a lot of points to your team.
When you capture a flag it is returned to the owner team's pedestal.
[Note: designer requests for gameplay modifications not yet implemented]

Options:
- Flag_Cap_Team_Points
  How many points a team gets for capping another team's flag.
- Flag_Loss_Team_Points
  How many points a team loses when it's own flag is capped.
- Flag_Cap_Carrier_Points
  How many points the guy who carries the flag into the pedestal gets.
- Flag_Carrier_Max_Speed

Limits the speed of anyone carrying a flag. Expressed as a percentage of
normal maximum speed.
- Is_Team_Able_To_Move_Own_Flag
  Can a team pick up and move their own flag?
- Is_Flag_Carrier_Able_To_Use_Weapons
  Can a guy carrying a flag use weapons?

CAPTURE THE MOBIUS

Dr. Mobius stands around pondering idly until somebody runs up and nudges him.
He will then follow. Lead him back into your team's pedestal for a
points reward. He will then teleport back to neutral territory.
[Note: DrMobius.cpp script is available for designers to modify]

Options:
- Mobius_Cap_Team_Points
  How many points a team gets for capping Dr. Mobius.
- Mobius_Is_Invulnerable
  Whether or not Dr. Mobius can take damage.
- Mobius_Max_Speed
  Limits the speed of Dr. Mobius. Expressed as a percentage of
  normal maximum speed.

KING OF THE HILL

One player, the KOTH, is tinted green, and has increased damaging power.
The one who kills this player takes his place as KOTH. However, as with
all game modes, winning is determined by score. Being KOTH merely conveys
an advantage during play. KOTH is essentially deathmatch with one
advantaged player.

Options:
- Only_King_Can_Score
  Whether or not only the KOTH can score points.
- Koth_Determination
  There are two methods for deciding who gets to be KOTH.
  If "Score leader" is selected, the person with the highest score is always
  the KOTH. This mode is not compatible with the Only_King_Can_Score option.
  The other method is for any person who kills the KOTH to become the new KOTH.
- Koth_Damage_Multiplier
  A factor > 1 that scales all damage done by the KOTH.

CO-OP

Used for playing the single-player missions cooperatively. You can use this
with saved games too. Co-op mode is limited to 2 players. When the second
player joins he is placed near the first player.

[Note: This mode will require some design and code adjustments to work well]

CHALLENGE

Only two players are active at any time: the reigning "Champion", and a
contender. The champion is distinguished visually, with a cyan color tint.
Other players are queued up to fight, and spectate while waiting.
The long-term goal is to set a record for consecutive wins as Champion.
[Note: spectating camera needs some fixing as it presently does not track
the star properly]

LAST MAN STANDING

This is a non-team game in which you have limited lives. When you lose
your last life you become a spectator and are crossed out in the player
list. The last guy alive wins.
If somebody joins the game late, they will join as a spectator.
[Note: spectating camera needs some fixing as it presently does not track
the star properly]

Options:
- Reaper Timer (seconds)
  If non-zero, the player with the lowest kills has a life "reaped" each time
  this time counts down to zero. Prevents players from running off and hiding.

COMMAND AND CONQUER

Not yet implemented.

Options:
- Starting Credits
  Number of credits (>= 0) given to each team at the beginning of the game.
- Target Credits
  If either team reaches this number of credits, they win. If set to zero then
  there is no credits target.

Why didnt they make these? I want to see capture the mobius!

Subject: The (original) origin of the game's name
Posted by SuperFlyingEngi on Wed, 18 Feb 2004 02:26:14 GMT
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They should have added Chicken Skeet   as a game mode. Everyone would get in a bunker and shoot as chickens fly through the air. One chicken is worth 6/33 of a point. And then when people shoot a chicken, it morphs into a power ranger and follows the player around klling other power rangers. For every 10 points, the player gets the Batmobile for 30 seconds and trys to squish as many chickens as possible. But when a chicken is squished instead of shot, it turns into Cookie Monster, and proceeds to take potshots at Big Bird. The player with the most pies in the end wins.

Oh, and Mobius follows players around if you punch him in the face.

Subject: The (original) origin of the game's name
Posted by rm5248 on Wed, 18 Feb 2004 02:30:31 GMT
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ROFL!!!!!

Subject: The (original) origin of the game's name
Posted by bigejoe14 on Wed, 18 Feb 2004 03:08:14 GMT
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Quote:Why didnt they make these? I want to see capture the mobius!
Because EA let the current person who was working on the game go and then replaced him with another person (Dan Cermak(SP?)) who then re-did Renegade.[/quote]

Subject: The (original) origin of the game's name
Posted by gam3rj on Wed, 18 Feb 2004 04:52:56 GMT
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Hmm another reason I hate EA.

Subject: The (original) origin of the game's name
Posted by PiMuRho on Wed, 18 Feb 2004 07:30:31 GMT
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bigejoe14Quote:Why didnt they make these? I want to see capture the mobius!
Because EA let the current person who was working on the game go and then replaced him with another person (Dan Cermak(SP?)) who then re-did Renegade.[/quote]

Um, no.

Because the primary focus of Renegade was the single-player campaign. Multiplayer was put in almost at the last minute, which is why it didn't have anywhere near as much time spent on it, and why those other game modes were never implemented.

Subject: The (original) origin of the game's name
Posted by Cpo64 on Wed, 18 Feb 2004 08:25:29 GMT
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To bad the SP sucked...

LoL
Quote:This document is for development purposes and should not be shipped.

Oops?

Subject: The (original) origin of the game's name
Posted by Deactivated on Wed, 18 Feb 2004 13:12:02 GMT
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Cpo64Where did you hear that?

http://www.cannis.net/yuri/cgi-bin/schlabo/potd.pl?day=13&month=2&year=2003

Subject: The (original) origin of the game's name
Posted by terminator 101 on Wed, 18 Feb 2004 15:41:26 GMT
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PiMuRho
Because the primary focus of Renegade was the single-player campaign. Multiplayer was put in almost at the last minute, which is why it didn't have anywhere near as much time spent on it, and why those other game modes were never implemented.

So, in other words, they worked mostly on the below average singleplayer, but they worked least on the above average multiplayer (no wonder the net code is so bad). It does not make much sense.

Anyway, I think that they should have just focused on multiplayer, and drop the singleplayer completely. That way, the net code would be better (by better I mean that even people with slower computers and video cards would be able to play decently, and even people with DSL would be able to host more than laggy 4 people server), and multiplayer would be even better. And also the game would probably be out sooner. Don't you agree?

Subject: The (original) origin of the game's name
Posted by Deactivated on Wed, 18 Feb 2004 15:46:59 GMT
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But Louis Castle and Brett wanted to make a C&C action game based on Tiberian Dawn and Commando as main character. Without singleplayer mode, it would be difficult to tell the story of C&C and Commando's background. They really wanted to convice people that they're playing C&C from third person view.

Subject: The (original) origin of the game's name
Posted by terminator 101 on Wed, 18 Feb 2004 16:01:07 GMT
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O.K, but what would you rather have:
1. The game as it is, or
2. No singleplayer, but excellent above average multiplayer that would be even better and more fun than Counterstrike (with all those things mentioned in one of the above posts)
I choose the second one.
And I bet that most people would choose it too.

Subject: The (original) origin of the game's name
Posted by PiMuRho on Wed, 18 Feb 2004 16:10:15 GMT
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From a business perspective, Singleplayer sells. Multiplayer wasn't a part of Renegade's original design. In hindsight, some of the staff wish they'd done something more along the lines of BF1942.

Subject: The (original) origin of the game's name
Posted by Cpo64 on Wed, 18 Feb 2004 23:03:39 GMT
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SeaManCpo64Where did you hear that?

http://www.cannis.net/yuri/cgi-bin/schlabo/potd.pl?day=13&month=2&year=2003
I was talking to Ninja312