Subject: GTA3 - COUNTERSTRIKE Mod
Posted by Anonymous on Tue, 01 Oct 2002 10:08:00 GMT
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Help is wanted for the Terrorist Suppression Mod . The Counterstrike-ish mod set in a Grand Theft Auto type world.Help is needed in these areas:1) AI- Basic bot actions (moving around, running away)- If possible, basic vehicle AI (move along path)2) Vehicle Models- Civilian (cars, trucks, vans...)- Fast cars (exotic, muscle...)- Police (cars, armored truck, helicopter, boat) with working lights- Gang (pimped out, riced...)3) City Models- Buildings without interiors- Skyscraper with interior and working elevators- Police station with interior- Gang headquarters with interior- Prison with interior- City objects (benches, dumpsters...)- Docks4) Character Models/Skins- Civilian, Police, Gang5) Weapon Models- realistic weapon models6) Maps- Somewhat detailed GTA3 like cities (sidewalks, telephone poles...)- Alcatraz island7) Scripts- Simple scripting, e.g. if Nod player makes it to certain area, they win. Or if the president is killed, GDI loses.If you can help in any way, even if its just a little, it would be greatly appreciated. Just let me know and I'll give you more details. If you would like to be involved with the overall planning stages of the mod, let me know that too. I know you all have your own little projects, but this mod has a lot of potential.This will be awesome fun, and can easily be done, but only if I can get some more help.Check out the website for more info and the alpha test download.Email: techvw@ilovejesus.comAIM: RaptureDan