Subject: AI for MP (UPDATED)

Posted by Anonymous on Sat, 15 Jun 2002 13:06:00 GMT

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well after some talking with some people this looks like what is going to be in "this" release of the AI map CnC_Under_AI, 3 difficulties, easy, normal, hardeasy - 6 bot spawners (smart not just hunt the player stuff); the bots have a random chance of getting either 1 of 3 special characters (rocketsoldier, mendoza, hotwire), a field medic(engineer that heals on the battle field), a special suprise(ill wait till you see this one to tell you), and you will about 6 out of 10 times get a minigunner; there will also be random powerup's around the map and created by bots.normal - same as above except with less powerups and 12 bots instead of 6hard - well i have barely had a chance to make it half way across the map by myself(i had to team up with some of my ai or else i got swarmed)a wopping 20 bots in this one and very rarely will you see any powerupswell that is the report for now, please IM me if you want to host this for download AND if you want to host a server with the AI as a rotation.The maps will be in a .pkg so both a client and host will have to download the mod to play.I will also be compressing the maps in winzip, in case you don't have it or know where to get it....   www.winzip.com is the best and most obvious place to get an evaluation of it.aight, well on to tweak the maps for an afternoon release(PCT)DanteAIM:Dante45AndersonMSN:Tanderson54