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Subject: <edit>

Posted by [flyingfox](#) on Mon, 06 Sep 2004 20:40:21 GMT

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No blazer, and nobody has really grasped the point. I'm going to try to put this in simple terms. (warranto, it doesn't happen nearly as much as it happens in a renguard server. vomancha, you're lucky if you haven't. doing a tank rush is easier said than done and by no means justifies the crap. if you want to be forced to tank rush every game go for it soldier.)

so, okay, you team up with a group of people to make an action game. you want to include a lot of badass guns, vehicles, models, a good storyline, etcetra. you want people to enjoy your game. but you also want to create game modes to make things a little more enjoyable still. everybody knows that a deathmatch is, by it's very definition a match of mindless killing, death and carnage. so, let's create a deathmatch where people can make use of the weapons and their skills to score a shitload of kills without any real purpose other than to enjoy themselves. but wait...not everyone'll like that. so, let's make a game mode with an objective (so we can attract a bigger group of players and make a bigger profit from our game). let's make 2 teams, and give them each a base. the object will be to attack and destroy the other team's base. we'll include all the weapons, vehicles, and so forth. but the difference this time, is that while there'll be elements of a deathmatch the game will be centred around everyone doing something productive to help win the game for their team. people (such as older or maturer gamers) will like this because they can put elements of thought into their game for added enjoyment. for both sides there will have to be a sense of planning and communication. now the game makes sense. what could be more fun than a serious war game requiring strategy and good old fashioned slaughter to win? I mean hell, the game might turn into a war of attrition, throwing more in the way of strategy to make our game unique in that sense. people can make use of their skills and experience to create new ways of playing and winning the game. the possibilities are quite wide and the more people play the better they'll become.

this is how I see this game. I think these scrubs should take the initiative to host their own server with pure deathmatch mode maps. then, not only does everyone stand a fair chance they are all playing against one another for the same purpose. in an all out war game you could have half of each team deviating from the objective to turn the game into a deathmatch themselves. do you see why this is irritating? to an extent, I don't blame these people. there wasn't actually a deathmatch mode included in the game, just some levels made without structures. but that doesn't mean it is okay to do it.

anyways, hope I shed some light on my topic.

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