Subject: Re: renvis - first public beta
Posted by warranto on Tue, 16 Aug 2005 18:57:10 GMT

It looks great. A couple of suggestions though.

Add a button in the GUI that allows the unit names to be shown, seperate from the player names. Having both on at the same time clutters things up.

I don't know if this would be possible, but perhaps a version with a "commander" option could be possible. Someone joins/voted in as a commander, and tells the units what is going on, as they have an overhead view. Of course, to compensate, the commander could only see what a unit on the field could see. (ie. a Nod commander NOT being able to view the GDI base unless a unit in the game can see it.) Just a suggestion to put out there.